S BEST-SELL NINTENDO MAGAZINE
WIN! PRIMAL RAGE THE COIN-OP!!!
Nintendo®
MAGA YSTEM
SEPT #36
ONLY €2.45
DOOM
ON SUPER NES
EXCLUSIVE REVIEW!
KILLER INSTINCT
WE'VE GOT IT!!!
FIRST UK REVIEW!
FIFA '96
PREMIER PREVIEW
PLUS!
MORTAL KOMBAT 3
WEAPON LORD
VAMPIRE'S KISS
BATMAN FOREVER
VIACOM'S ZOOP
AND MUCH MORE...
WHERE'S YOUR FREE BOOK?
ASK YOUR NEWSAGENT NOW
INTERNATIONAL Nintendo LICENSED PRODUCT
SUPER NINTENDO ENTERTAINMENT SYSTEM
GAME BOY
NINTENDO ULTRA 64

FRAZZLED, FROZEN AND FLATTENED BY LOGS. COCO NEVER SUFFERED LIKE THIS.

£44.99

Roll up, Roll up. Kid Klown's come to town. A five level platform adventure with an isometric view, cartoon graphics, and a wicked sense of humour. Split your sides as bombs explode in a crazy chase that'll give you thumbs that are as red as your nose. For more information call the Nintendo Hotline, 01703 652222.

Nintendo

Elfloria in Crazy Chase

CONTENTS

ISSUE 36 SEPTEMBER 1995

Exclusive

ZOOP

Alexey Pajitnov, creator of Tetris, reckons that this game is better than his own, splendid creation. Can this be so? Put on the darkest shades you can lay your mitts on and prepare to lose your mind. Optical overload begins on page 14.

PAGE 14

Exclusive

KILLER INSTINCT

In case you hadn't already noticed, there's a FREE BOOK being given away with this issue of NMS all about gardening. Well, it was going to be about gardening, until Nintendo arrived with the STUPENDOUS Super NES Killer Instinct. So we changed it to that. Hope you won't be too disappointed.

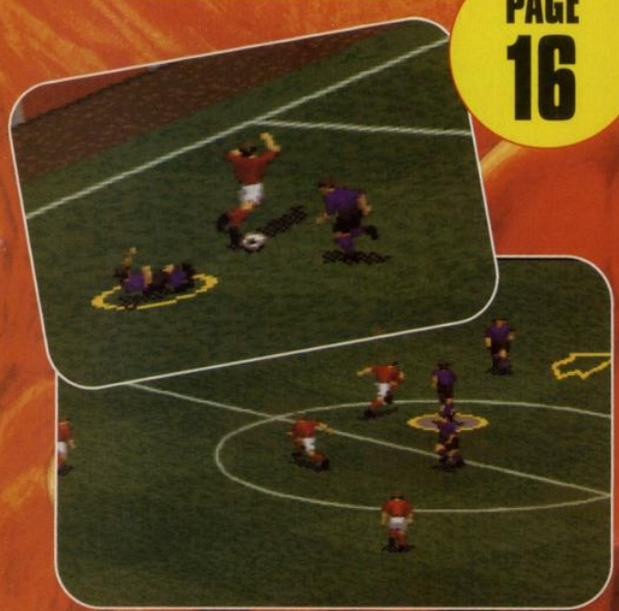
FREE 24-PAGE BOOK

Exclusive

FIFA SOCCER 96

There is only one soccer game with big enough 'balls' to compete directly with Konami's mighty ISS2. That game is FIFA Soccer '96. NMS has secured EXCLUSIVE seats on the halfway line to watch a pre-season friendly. Sports-hound, Andy McVittie, reports back on page 16.

PAGE 16



BATMAN FOREVER

The bat, the cat, the vole, the aye-aye and the Patagonian ground-squirrel. All of these creatures, bar four, can be found in our brilliant preview of this movie tie-in - from Acclaim, by jove. Don a rubber cape, find yourself a 'young friend', a sarcastic butler, a lovely girlfriend and turn to page 28.

PAGE 28

WEAPONLORD

Any game that boasts members of the Super Street Fighter team as its creators is most definitely worthy of our consideration. Yours too. Find out why Paul Davies reckons this barbaric beat 'em up has the best combat system of them all on page 56.

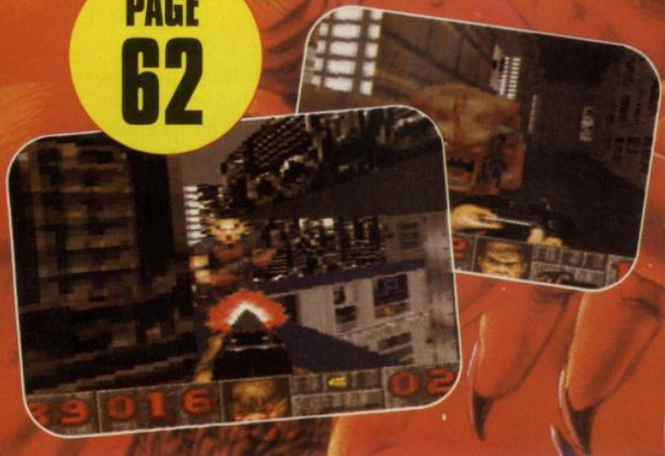
PAGE 56

Exclusive

DOOM

See all those shoot 'em ups taking up space in your game collection? Throw them all away today! After playing the quite incredible Doom, they just won't seem the same. It's chewed up the rule book and redefined the concept of playability. It's bleeding brilliant! Get your ass to Mars on page 62.

PAGE 62



NMS REVIEWS

RUIN ARM	32
BOMBERMAN 3	34
SHOOTING COLLECTION	38
WEAPONLORD	56
DOOM	62
POWER RANGERS: THE MOVIE	68
PRIMAL RAGE GB	69
OBELIX	70
VAMPIRE'S KISS	72

SPECIAL PREVIEWS

LOST VIKINGS 2	12
ZOOP	14
FIFA SOCCER '96	16
PHANTOM 2040	20
MORTAL KOMBAT 3	22
GALAXIAN/GALAGA	24
BATMAN FOREVER	28

WORK IN PROGRESS

RETURN OF THE JEDI GB	84
MADDEN 96 GB	85
FIFA '96 GB	86
PGA INVITATIONAL GB	87

REGULARS

NEWS	4
EDITORIAL	10
PREVIEWS	12
REVIEWS	32
NINTENDO HELP SYSTEM	44
Q&A	78
SEAL'S MAILBAG	80
WORK IN PROGRESS	86
OUT NOW	96
NEXT MONTH	98

IRREGULARS

PRIMAL RAGE COMP	26
VIRTUAL BOY REVEALED!	88
SOFTWARE CREATIONS	92

NNN NINTENDO NEWS NETWORK

RARE RUMOUR

A hot rumour doing the rounds at the moment hints very strongly that game 'auteurs', Rare, are developing new games for a new machine. It's not the NU64, neither is it the S*aturn or the Pl*yst*tion. It's none other than Nintendo's own VIRTUAL BOY. Now this is great news indeed, if true. Take a moment to ponder the marvels that rare have performed for the Super NES and Game Boy, then consider the possibilities of one of their brilliant games in incredible 3D, now tell me you're not excited!

I'M GONNA EAT WORMS!

Whilst we're on the subject of all things Virtual Boyular, another hot piece of developer news. This time it's from Team 17, new boys to the wacky world of Super NES programming but old hands on floppy formats. They've just announced that they'll be converting their highly ace and slightly twisted strategy/blaster, Worms, for the machine. No firm date has been fixed for the game's release as yet, but seeing as there's no UK date for the VB yet, well, it doesn't really matter does it? Actually, yes it does. We want the Virtual Boy!

(LEFT) This is our "artist's impression" of what Worms on the VB might look like. Dead good, innit!

HAPPY HAPPY JOYPAD

Do you ever find that your fingers get tied in knots when trying to pull off spectacular feats of Joypad gymnastics, simply because you can't possibly get your digits around all the buttons at once? Do you also dream of owning one of those great arcade joysticks but can't afford the extortionate prices asked? Then your days of misery are over, thanks to the new turbo pad from Tecnoplus. This top little item is no bigger than a regular Super NES joypad, yet contains all the features you'd expect in a much bigger, more expensive unit all six buttons on the front, auto-fire, slow motion and turbo, all independently controllable and all for the bargain price of £14.99. great for Killer Instinct.

(RIGHT) Yes folks, banish those button accessing miseries with the new Tecnoplus joypad. Or something.

NINTENDO ULTRA 64 UPDATE

DRAGONFLY TAKES OFF

Psst, c'mere. Did you know that the project Shigeru Miyamoto is working on with Paradigm in the States has been codenamed "Dragonfly"? And why is this of any interest to us? I hear you cry. The answer is because Dragonfly was the codename given to the Pilotwings project back in 1990. Adds a bit of fuel to the rumour that Miyamoto is working on Pilotwings 2 for the NU64, wouldn't you say? Just thought you might like to know... !

KEEPING THE DREAM ALIVE

As the release date for Nintendo's Ultra 64 draws nearer, another name is added to the list of "dream team" developers, GTE Interactive Media. GTE are fairly unknown on this side of the Atlantic, although they are more renowned in the states for games like Jammit and Street Hockey. They were also the ones planning to release FX Fighter, before it was pulled. No formal announcement has been made as to what they will be working on, although it is widely believed that they are talking with Nintendo with a view to exploring the possibilities of Network games. Sounds completely excellent.

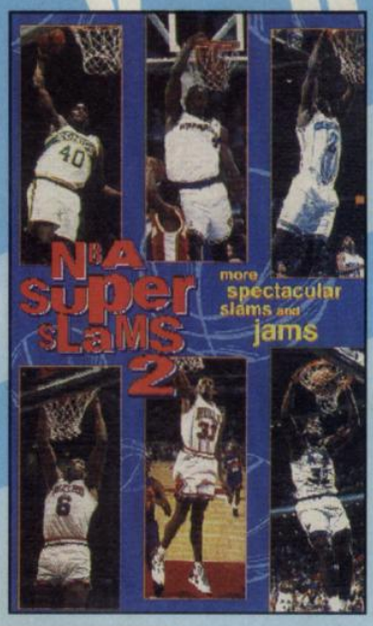
Namco have also reportedly signed on the dotted line, although rumours that they will be converting their thoroughly excellent arcade racer, Ace Driver, were unconfirmed. More hot news and rumour-mongering next issue

NEWS

LONG MAY HE REIGN

We missed out the NBA vids last month due to the incredibly tight amount of space we had for the news. Seven foot basketball players are not the sort of people you want to go offending so here are the ones we missed. There are two, in fact, the first up is a tribute to one of the NBA's fastest and highest rising stars, Shawn Kemp - the Reignman. This title charts his irresistible rise from highschool hopeful to world champion. It's out now at a very respectable £10.99.

The second of this months offerings takes a lofty look at some of the NBA's other high achievers. Titled NBA Superslams 2, this vid is a compilation of some of the most breathtaking acrobatic plays witnessed in the game. A must have for all slam fans. It's also out now at the same price. More next month.



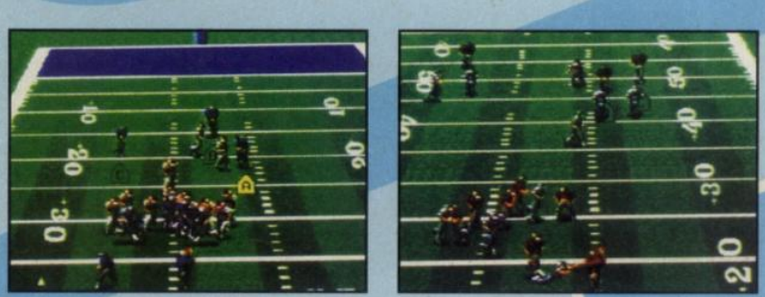
KOMICAL KONG KAPERS

it was bound to happen, I suppose, but I'm surprised it took so long, after all the game's been out for nearly a year now. Whatever, the case, the Donkey Kong Jungle Action Special - the comic of the game - is here. It includes several strips based on the ape antics of Kong and co, bits of Kong trivia, a preview of Donkey Kong Land on the Game Boy (been there already, mate), a guide to drawing DK and a comp to win some Kong goodies. It's priced at £1.99 and is out in all good newsagents.

(RIGHT) Oh, tee ho! I can barely contain myself. Those krazy kong kids! Ho ha!

ROCK AND ROLL WILL NEVER DIE

Cue much playing of air guitar, standing about with legs askew and general Bill and Ted foolishness - Revolution X, the world's first heavy metal shoot 'em up is coming this Autumn, courtesy of the rockers at Acclaim. The game tells of an Earth in the near future where Aerosmith are the most popular group on the planet. A horrid though, I know. Fortunately, some vile space scum decides to kidnap the lot of 'em, thus banishing rock atrocities such as "Dude looks like a lady" forever. Hoorah! Or, should I say, bah! You see, the object of Revolution X is to rescue the band and return them safely home. The resulting game is a shoot 'em up in the mould of Lethal Enforcers with much blasting of aliens and rescuing of groupie Rock Chicks in evidence. Sounds like a laugh to us, possibly one for the Super Scope too. More soon

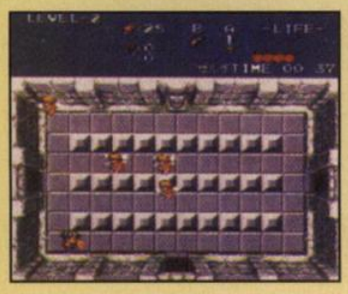


QUARTER BACK AGAIN

The battle for supremacy in the American Footy game market was, traditionally a very close race with Madden in third place, Madden in second and Madden romping home to victory. That was until Acclaim's Quarterback Club appeared, scoring a righteous 91% in issue 30. Now, with a new Madden due to hit the Super NES before Christmas Acclaim have cannily announced Quarterback Club '96. Boasting a fully updated NFL roster, over 800 plays, a new practice mode, a wider viewpoint and improved player graphics, Quarterback Club '96 is certainly going to turn up the heat in the yank footy wars. Preview next issue.

MYSTIC PIZZA

It seems that these days there's no point making an RPG unless it's at least 32-meg in size. Witness the likes of Chrono Trigger and Legend of the Holy Sword 3 for proof. Now Japanese developers famed for their excellent Actraiser and Illusion of Time, Enix, are jumping on the memory-laden bandwagon with their own 32-meg monster, Ruin Arm. Out already in Japan and do brisk business by all accounts, the game features the sort of standard sword and sorcery fare familiar to most RPG fans. The gameplay is very reminiscent of Square's Final Fantasy series with those round-based fights that are, inexplicably, so popular. The play area is hu-uge and graphically it's a treat too as you might expect. There was no space for a proper review this issue. Review next month.



ZELDA BY ZATELLITE

You may remember some time ago we reported a rumour about how all the old NES Zelda games were going to receive the All-Stars treatment and appear on one Super NES cart. Now it seems that there may indeed be some substance to the hearsay and the games are going to receive an upgrade. However, before you get all excited, there are a couple of limitations - you must live in Japan and you must own a Satellaview system, for that is the only place that these games are scheduled to appear. Apparently the games are played as some sort of race where players must complete sections in the quickest time before downloading the next levels. Ah well, it's great living in Britain isn't it. Still at least the games have been converted to Super NES format, perhaps they'll get around to releasing them one day soon, sigh...

(ABOVE) Got one of these? Thought not. You can't play the new Zelda games then. Ner! etc

MORE KONG KACK

It's the craze that's sweeping the nation! It's taking the schoolyards of Britain by storm! And it's absolutely and utterly flippin' pointless! It's that daft "crazy caps" game whereby you build a pile of cack cardboard circles with pictures on 'em and try to flip the over with a big, colourful plastic counter. Or something. Well, it seems the craze has taken Japan by storm if these Donkey Kong caps are anything to go by. Heaven only knows how we ended up with a couple of sets of them. And why oh why did we waste good money buying this tragic Donkey Kong/Rambi pushalong? Never mind, they're as rare as rocking horse poo over here, but we've got some to give away to the oh-so lucky reader who sends their name and address to KONGPETITION and asks nicely enough. Can't say fairer than that.

MANGA MAYHEM MONTHLY

Always a pleasure - never a chore - to spend a few lines looking over the month's new manga releases. There are four new titles being released in August with titles to suit every taste. First off there is Project A-KO 3 featuring more surreal schoolgirl shenanigans as A-Ko and best friend, C-Ko, go shopping and try to find boyfriends. Odd, very odd indeed. Next is Dominion Tank Police Act 10, where the titular coppers find their strong-arm tactics to restore law and order are backfiring with unprecedented results. More futuristic rozzer-based laffs next, with Angel Cop 5 where Angel, it seems, is facing the toughest challenge since, ooh, the last episode at least. Lastly we have part three in the Heroic Legend of Arislan series, where the true identity of the mysterious Silver Mask character is finally revealed and Arislan learns a bitter lesson about victory. Check your local video retailer now.

TECNO PLUS®

£14.99 RRP

Whether it's rapid-fire action, careful, precise control or hours of energy-sapping, mind-blowing concentration –

TecnoPlus won't let you down.

ACTION, POWER AND STYLE!

Fast action. Sure control. The all-new design SNES control pad and joystick from TecnoPlus. *They've got the lot!*

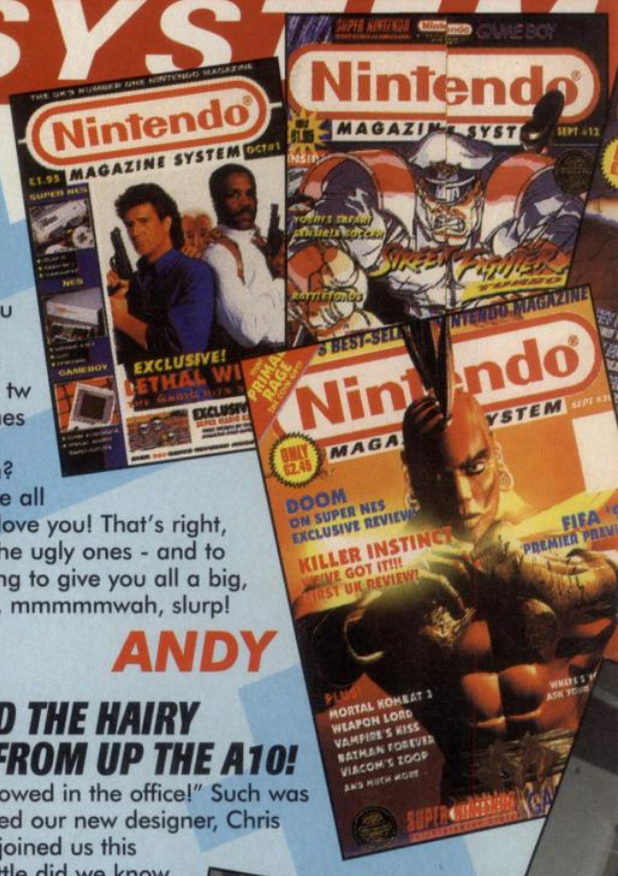
£19.99 RRP

- Six fire buttons, each with auto and turbo fire options
- Hands-free, slow motion, select and start options
- Sure-fire accuracy from a unique biogrip and 8-way directional thumb control
- Sleek design in classic SNES tones, carefully moulded for positive grip with stunning looks

TecnoPlus Ltd, Sketty Close, Brackmills Business Park, Northampton, NN4 0PL.

Nintendo PEOPLE SYSTEM

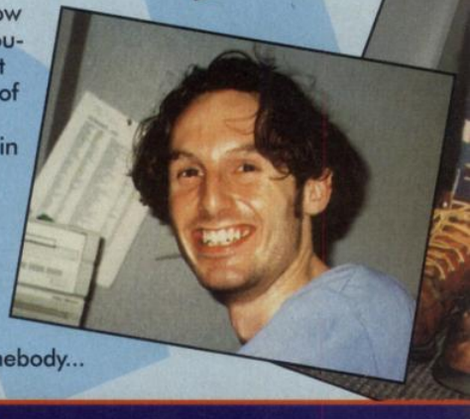
It's our birthday! Three years old this very issue. That's 36 glorious issues of what is now and has always been Britain's biggest-selling Nintendo magazine. My that's... hmmm that's over 41 million pages of Nintendo-based fun by my calculations. Give or take a few zeros. So how come it's *us* giving *you* the presents, eh!? How come we've chosen this, our third anniversary, to provide you with what we consider to be the best issue of NMS ever? How come we've managed to secure the first UK reviews of tw of the hottest games of all time - Killer Instinct and Doom? Why have we done all this? Because we love you! That's right, all of you - even the ugly ones - and to prove it we're going to give you all a big, wet kiss, you first, mmmmmwah, slurp!



ANDY

ALL HERALD THE HAIRY MONSTER FROM UP THE A10!

"Hey, no pets allowed in the office!" Such was the cry that greeted our new designer, Chris Hobbs, when he joined us this month. Ooops, little did we know that Chris was not walking a couple of Irish wolfhounds, but that he was, in fact, wearing a pair of shorts, protruding from which were a pair of the hairiest legs in all Christendom! Sorry Chrissy-boy, our mistake. So, erm, welcome aboard Chris and sorry about all the little misunderstanding back there - aha, hey what big eyes you have. Er, what big teeth you have! Oh dear, pass the silver bullets somebody...



EDITOR: ANDY "INDURAIN" McVITTIE
ART EDITOR: PETER "GLANDS" BARRELL
DEPUTY EDITOR: PAUL "KIROV" DAVIES
NEW DESIGN SLAVE: CHRIS "HAIRY" HOBBS
OVERSEAS CORRESPONDENT: WARREN HARROD

SPECIAL THANKS TO: Simon Farmer and Kevin Bayliss at Rare, Warren Harrod for his prompt shopping abilities, Shaun White, Graham Archer and all at Nintendo for being dead good - especially Mr Satoru Shibata.
SPECIAL NO THANKS TO: Konami for being uncharacteristically cack in the honesty department.

AD MANAGER LISA "MARRIED" HAWKES PRODUCT MANAGER TINA "ARE WE DOING THIS PROMOTION?" HICKS GROUP AD MANAGER NIGEL "BON JOVI ARE NOT CORPORATE ROCK" TAYLOR PUBLISHING DIRECTOR GRAHAM "HAVE A COMPANY CAR. HAVE THREE!" TAYLOR CONTRIBUTORS:Pauli Bufton, Richie Leadbetter, Stevie Merrett, Alex Simmons, Rob Bright EDITORIAL ELASTIC BAND-POWERED MODEL AIRPLANE Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. PHONE: 0171 972 6700 FAX: 0171 972 6703 PRINTED BY: TPL LTD COLOUR BY: SARAH JANE DISTRIBUTED BY: FRONTLINE PRINTED IN THE UK © EMAP IMAGES 1995 SUBSCRIPTIONS AND BACK ISSUE ENQUIRIES: Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leics. Subscriptions Hotline (9:30-5:30 Mon-Fri) 0858 468888 All subscription rates include postage and packing. The annual subscription rate for one year is: United Kingdom and BFPO: £34.00 Eire: £44.00 Europe Airmail: £44.00 Rest of World Airmail (Zone 1): £60.00 Rest of World Airmail (Zone 2): £69.00 Rest of World Surface Mail: £40.00 Nintendo Co. Ltd. is the owner of the copyright and trademark rights in certain of the characters, artwork, logos and representations used in this publication. These are under licence to EMAP Images Limited. ©1994 Nintendo. All rights reserved. NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, NES, GAME BOY, SUPER GAME BOY, SUPER NES, NU64, NINTENDO ULTRA 64, VIRTUAL BOY and NINTENDO SUPER SCOPE are trademarks of Nintendo Co. Ltd.

NINTENDO MAGAZINE SYSTEM is the copyright of EMAP Images. Any duplication, transmission or use of any of the text or pictures contained within these pages without prior permission of the publishers will result in legal action and confiscation of all sweets/girlfriends. Delete as applicable.
Although we take great care to ensure as far as reasonably possible the accuracy of the information contained in this magazine, NMS and the publishers cannot be held responsible for any omissions or errors that may occur. No correspondence with NMS shall be entered into. Please don't waste your money on self addressed envelopes, we only make sacrificial bonfires out of all the stamps you send and burn little effigies of you. Honest, we do!
COMPETITION RULES: EMAP Images and Nintendo employees and their immediate families aren't allowed to enter any NMS competitions. The Editor's decision is final. But not on all things, mind. He wouldn't, for instance, have a clue how to resolve the socio-political problems in Albania. Wouldn't have a clue, bless him.

NINTENDO PEOPLE SYSTEM
This month has witnessed a bizarre change in the NMS staff. We have joined the cyber age and entered a new reality - free from the constraints of our eathly bodies. As you are reading this our electrical impulses are travelling down your phone lines, into your Super NES', onto your television screens. We are, the Virtual Boys...

ANDROID McVIT:3
Not the Editor of the UK's biggest selling Nintendo Magazine at all, but a remorseless skiving machine. Prime directives: to devolve as much responsibilty as possible, to spend all day colouring in the NMS Flatplan yellow, to drink too much caffeinous substance and to break the 500-line barrier on Tetris. He must be stopped. He must be stopped. He muszzzppt!
PREFERRED ENTERTAINMENT UNITS:KILLER INSTINCT, DOOM, RED ALARM, ZOOP

OCEAN COMPO WINNERS

Gasperatum! NMS are announcing the winners of a competition! Yes, we've finally got fed up of tripping over the enormous box, a-brimming with Ocean kindness, that's been stood in the middle of the office for the past four months, so have taken direct action. Here then, without further ado are the lucky winners, Miss World stylee. RUNNERS UP: Each receiving a copy of one of Ocean's finest wares are Adrian Mills, Gary Storey, M. Jeffrey, PJ Manning, James Thurman, Paul Rowland, Kevin Wilson, Neil Crossland, Gavin Sims and Mark Haigh. SECOND PLACE: Floating off with a smart model Hovercraft is Terry Ellison. THE WINNER: David Stoley who wins an amazing remote control vehicule wot he's got to build himself. HOORAH! All those of you waiting for copies of Theme Park, we'll get 'em out to you just as soon as Ocean get 'em made. Please be patient. Thanks to the many thousands of you who entered this fine compo and didn't win, and an especially big thanks to Ocean too.

THANGEW, THANGEW ALL SO VERYMUCH...

On behalf of all the NMS staff, their families, pets and neighbours in the immediate vicinity, I would like to thank all those of you who wrote in response to our advert for a new writer for NMS. We have looked through all the stuff sent in and have been pretty pleasntly surprised by the high standard of work sent in. We have now selected those people we would like to talk to and will be making our announcement in time for issue 37. So, if you haven't heard from us yet, you haven't been chosen on this occasion. But take heart in this, we're not chucking any of your CVs away - EMAP will be expanding over the next few months and we'll be needing new writing talent, so you may yet be called upon. Who knows what the future holds, etc...

RATINGS GUIDE

90-100 — ANY GAME SCORING 90 PER CENT OR ABOVE IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.
Heaven and all creation bless you my son. I have looked down from his cloudy armchair and chosen you as one of the angels to take flight upon an ether of infinite bliss, and sit by my side on a suitably fluffy cushion!

80-89 — A benevolent smile is delicately bestowed upon you. Only once did you stray from the path, and you learnt to be humble my child. Cross yourself, pray a little and join your eternal brethren!

70-79 — The Dark One tempted you, and often you were fooled. But you struggled for your soul and won. Take these broken wings and learn to fly again, learn to fly so free...ahem.

60-69 — Tut. Tut. Did you never listen to my prophets? Even the most industrial of adhesives cannot mend your broken wings. Mr. Mister, take this soul and place it in the Middle Earth. It must think upon itself awhile.

50-59 — I see only waste here. Not once did you adhere to the holy signs. Not once did you confess your sins. Not once did you have tea with the Rector. Now the time for atonement is here. Purgatory!

40-49 — Your eyes always turned downwards, to the palace of darkness. Easy gratification was all that ever mattered to you. I command you down with a commanding voice and angry eyebrows!

30-39 — GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS
So, you didn't believe eh? You found the whole idea 'a bit of a laugh'. You used to rip the mick out of 'Highway To Heaven' eh? No more jokes satan's child! It's time to turn up the heat!

20-29 — That you should have walked on God's earth! An abomination, that's what you are! See these fingers? See this lightning? See ya smart ass!

0-19 — So, it is the Dark Angel himself! I expected to see you again sometime. By the way, I was meaning to ask you, where do you get those fabulous outfits?

UNIT P. M. DAV:X
Beneath the calm gaze of this mark 5 recreational unit lurks the steely, unbeating CPU of a ruthless killing droid. This lethal concoction of the seemingly docile and viciously murderous is precisely calculated to destabilise all opponents in games of Killer Instinct and Weapon Lord. His secondary functions include protecting the good name of unknown lifeform, Kirb-E, and visiting the ballet with female droid unit, Mich-e.*K/O. Approach with extreme caution.
PREFERRED ENTERTAINMENT UNITS:KILLER INSTINCT, WEAPONLORD, GALACTIC PINBALL, DOOM

THE P-TRON™
With its bizarre language consisting of bleeps, chirrups and whistles, it is easy to dismiss the P-Tron™ model 12 as little more than a common technical unit. Don't be fooled, the P-Tron 12's digits are finely tuned and have been fitted with the latest S/Pawn. E-G1t. accessory.
Consequently this unit cannot be beaten in games where frantic button bashing and joypad wiggling appear to achieve positive results. Bah!
PREFERRED ENTERTAINMENT UNITS:DOOM, KILLER INSTINCT, GALACTIC PINBALL

CHRs.@HOBB.COM.//
There is much more to this man than first meets the eye. He is not, in fact, mild mannered Christopher St. John Hobbs of Hoddesdon, Herts. Chris is, in reality, the Internet! That's right, the actual Internet. The dense matting of what passes for hair that blankets his lower appendages is actually a highly organized matrix of micro-fine fibre-optic wires, through which billions of messages a second travel. Hey, it's always the quiet ones, isn't it!
PREFERRED ENTERTAINMENT UNITS:KILLER INSTINCT, FIFA SOCCER '96, RED ALARM

THE LOST VIKINGS II

Exclusive

What did the Vikings ever do to be treated with such disrespect? Why is it that these once proud conquering heroes are now reduced to bumbling, comical buffoons? And where did they develop that corny American sitcom-style sense of humour?

This is exactly the sort of unfair treatment these noble warriors are receiving in Interplay's forthcoming release - Lost Vikings 2. It's a puzzle game - the sequel to Lost Vikings 1, in fact - in which a trio of daft Vikings find themselves inexplicably lost in the space time continuum. Using their unique skills and half-wits, a single player must help them overcome the puzzle-ridden landscapes that stand between them and the way home - a process that involves a good deal of brain power on the gamer's part, given the abject stupidity of the three Vikings in question. The gameplay and challenge have been considerably enhanced from the original with a host of new moves and characters to utilise. The game is set for a November release, but why let a small thing like that get in the way of an EXCLUSIVE preview...

LOST VIKINGS STILL
NEW POWERS. NE
USELESS. NO

PICK UP THE PIECES

In the original game the aim was for the Vikings, by whatever means necessary, to negotiate the various hazards and fight their way to the end of the level whereupon they were instantly warped to the next level. In this sequel the principal more or less remains the same although this time there is no instant warp and the Vikings must work their passage to the next level - usually via some sort of witch or wizard promising to help them escape as long as they can first locate a selection of magical items. So the process of escape is made all the more complicated as the Vikings must explore the whole level in search of these items.

VIKING VIRTUES

Frustration was often apparent in the original Lost Vikings - some Vikings couldn't jump, others couldn't attack and so on, all leading to some very nasty, untimely deaths. Thankfully the Vikings have taken time out between games to train up and each one now has several new abilities. Here's a brief run down:

ERIK: Eric's abilities to Jump and smash walls have been augmented with two further skills. He is now able to swim, thanks to some special helmet-related device and his jumping prowess has been boosted by new turbo boots that effectively double the height he can reach.

BALEOG: Always the hard man of the squad, Baleog was previously known for his sword and arrow antics. In this sequel his sword skills remain intact and he now has use of an extendible mechanical arm - handy for grabbing those hard-to-reach icons and also a bit useful for using as a grappling hook to swing across chasms.

OLAF: The fat lad has made good! Previously Olaf was only any use in the shield and gliding departments, now he is able to shrink and walk through narrow gaps. he can also span yawning chasms and break through walls thanks to what appear to be highly powerful farts! Well, they had a pretty poor diet in Viking days.

RUNE WITH A VIEW

Later on in the game there'll doubtless come a point where one or more of your Viking mates reaches an impasse. Maybe a wall is too tall or an abyss to wide to span. In these instances it is wise to seek out the magical Runestones that occasionally litter the environment. Place your chosen Norseman in front of these glowing monoliths, press the A button and he's whisked away to another part of the level. It is prudent to be prepared to reverse the process upon reaching the other side as, more often than not, some sort of enemy character awaits ready to kick Viking ass!

LOST SHOCK!
W FRIENDS, NEW CHALLENGES!
ORDIC OAF ACTION AHOY!

WOLF WANDERERS

It's not just Vikings that are lost in the space-time flux, it seems. The Vikings encounter some new faces also in search of escape and keen to join the guys in their quest. Players can generally guess in which levels they are going to meet these characters when one of the Viking crew fails to make the teleport from the previous level. Upon such an occasion arises it is usually advisable to go in search of these characters pronto as they too have unique abilities that prove most useful to the cause. One of the characters, Fang - a wolf, is able to jump from wall to wall scaling great heights. The other creature is Scorch, a dragon, whose abilities include a deadly fireball. Neither character hangs around long, although the Vikings encounter them several times throughout the game.

GAME DATA

- GAME: LOST VIKINGS 2
- BY: INTERPLAY
- RELEASE: T.B.A
- GAME TYPE: PUZZLE GAME
- PLAYERS: 1
- CART SIZE: 8 MEG

BOGGLE YO
FRAZZLE YO
IT'S THE ULTIMA

New names in the gaming world rarely arrive with anything approaching a splash. Few even try. However, when you're as huge as the multifarious, multinational, multimedia giants,Viacom, there is no other way with which to announce your arrival but with a humongous dive-bomb off the top board and a game purporting to be the biggest, best, most profoundly confounding puzzler of all time - ZOOP!

Zoop is, in fact, a part of a much larger world domination campaign by New Media - the video gaming branch of Viacom. Few of the games on its release schedule, however, are remotely as ambitious as Zoop in what it sets out to achieve and how it intends going about it. To start with, Zoop, via its unique graphic style and "wildly addictive" gameplay is setting its sights firmly on Tetris's crown as the ultimate puzzle game. It also reckons it'll have the broadest appeal to gamers of all ages, gender, nationality, you name it, and to back up this claim Viacom are producing the game for just about every format conceivable - including Super NES and Game Boy. NMS has managed to sneak past the security guards protecting this hot property for the WORLD EXCLUSIVE first look in advance of the game's October release. Join us please...

AARRGGHH! MY EYES!

Plug in this game and, with all speed possible, don the darkest pair of shades you can lay your hands on - this game is bright! In fact bright is an understatement to say the very least. But - hahahahaha! - the boldness and brightness of the graphics are all part of Zoop's appeal and, sneakily, its devious and sinister master plan to get you hooked yet ensure that you never finish the game - ever - as the following boxouts will explain...

AARRGGHH! MY SPARE TIME!

Don't be put off by our crap explanations of Zoop's mechanics, the concept of the game really is quite simple - honest - and for the first few of the ten levels players will be lulled into a warm, cosy and very false sense of security. They're the easy ones intended to draw you in. After that, though, Zoop starts to fight really dirty. Speed is the first change players will notice - how those shapes shift. The attack patterns become harder to work out too. But the most sneaky way Zoop tries to catch players out you might not even notice. The game uses a patented system of optical illusions that Viacom calls the "Optichallenge™". These are cleverly designed backgrounds that lead a player's eyes to one particular area of the playfield so that an attack from another side goes unnoticed leading, inevitably, to humiliating defeat. Why those dirty, lowdown... I'll show 'em...

GAME DATA

- GAME: ZOOP
- BY: VIACOM NEW MEDIA
- RELEASE: OCTOBER
- GAME TYPE: PUZZLE GAME
- PLAYERS: 1-2
- CART SIZE: 4 MEG

OUR EYES!
OUR BRAIN!
TE PUZZLE GAME!

SUPER NINTENDO ENTERTAINMENT SYSTEM **PREVIEW**

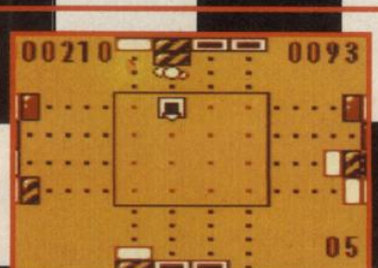
HIP HIP HOOR-AARRGGHH!

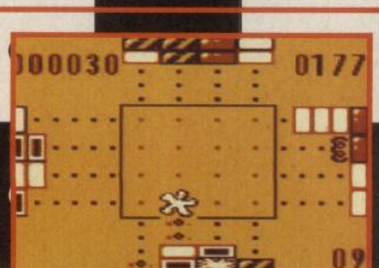
Zoop is in fact the product of the creative talents of two distinctly different companies. So cue the flag-waving and join us in a rousing chorus of God Save The Queen, for the developers of the game itself are UK-based developers Hookstone, their brief; to create a simple, fun but non-violent video game. One they have certainly fulfilled. The design honours, however, belong to an American graphic design company based in Virginia. Theirs was the concept for the pop art graphics. By the way, did you know that Alexey Pajitnov likes Zoop more than his own beloved Tetris!

AARRGGHH! MY BRAIN!

The object in Zoop, like that in all great games, is a relatively simple one. The player controls an odd little pointy-type thing that floats around in a square at the centre of the screen. The aim is to prevent an onslaught of equally odd, colourful shapes that are advancing in rows from all sides of the screen before they reach your square. Shooting them with the pointer eliminates them, however the pointer may only shoot shapes of a similar colour to itself - a blue pointer will destroy a blue shape etc. All this would be fine if all the advancing shapes were all of the same hue which, of course, they're not. Fortunately the player may change the colour of their pointer by shooting at a shape of the desired colour. For example, shoot a green shape with a blue pointer turns the pointer green. Got it? Good. Alas, if it were only that simple.You see, whenever a shape is shot it actually *trades* colour with the pointer so, using the previous example, shooting a green shape with a blue pointer would indeed turn the pointer green but the shape itself would turn blue in exchange. Now magnify that by the fact that there are several colours attacking at any one time and hand me the paracetemol!

Alas, the wacky shapes have had to be simplified for the Game Boy version of Zoop. The gameplay, however, remains very much unaffected. In fact it has the added benefit of having a wicked two-player link up mode. Cool or what!





Exclusive®

FIFA 9 SOCCE

With the fuss made over various other soccer games of late, it's been all too easy to forget the one game that was the first to get soccer fans drooling in excitement. I'm referring of course to FIFA Soccer. It's been a runaway smash on virtually every other format, yet success seems to have eluded it on the Super NES.

However it seems that, in its absence, FIFA has not been idle. Indeed it appears to have had a bit of physiotherapy, a lot of training and a touch of the Magic Sponge. It's currently warming up ready for the new season boasting more speed, crisper graphics, more moves and increased Artificial Intelligence. Its eyes are set very firmly on the big soccer prize this Autumn. NMS donned a sheepskin jacket and sneaked onto the Manager's bench down at the EA Stadium to bring you this EXCLUSIVE report on the game's progress...

YOU NEED SCHOOLING

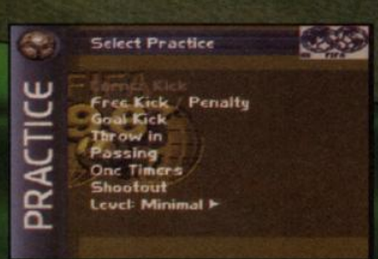
To say that basically every aspect of FIFA has been upgraded in some way is a pretty fair assumption. The game is, of course, still as instantly playable as ever but, because things have changed somewhat, players may find they want to practice some of the set pieces that crop up throughout the game. To this end, the programmers have incorporated a very useful Practice Mode that enables budding Andy Coles the option to perfect any one of eight skills, including the usual corners, throws and free kicks, and a new feature to the game called one-timers. These are the miracle goals that usually have gamers reaching for the Instant Replay whereby a pass or cross is met with a volley of such power and grace that the goalie has to let the ball in out of respect!

(LEFT) Alas, at the moment only two team strips are in the programme - red and blue. We are assured that the finished game will have over 300 of them!

RING OF FIRE

One of the shortcomings of the original FIFA for the Super NES was that players were asked, when taking a kick of any kind, to keep their eyes on a power bar at the bottom of the screen as well as the player about to take the kick. Not an enormous problem once you got used to it, but an unnecessary pain all the same. Thankfully, the programmers of FIFA 96 - the ubiquitous Probe, by the way - have found a way round this little inconvenience by incorporating the power bar within the circle underneath the player in possession. By holding down the required kick button a white glow starts to spread to the perimeter. Quite simply, a fully white circle gives the maximum power kick, whilst lesser powered shots are possible by stopping the glow before it reaches the rim. Dead easy!

(RIGHT) On Corners the player is able to select exactly where to aim.



GAME DATA

- GAME: FIFA SOCCER 96
- BY: ELECTRONIC ARTS
- RELEASE: TBA
- GAME TYPE: SPORTS SIM
- PLAYERS: 1-5
- CART SIZE: 16 MEG

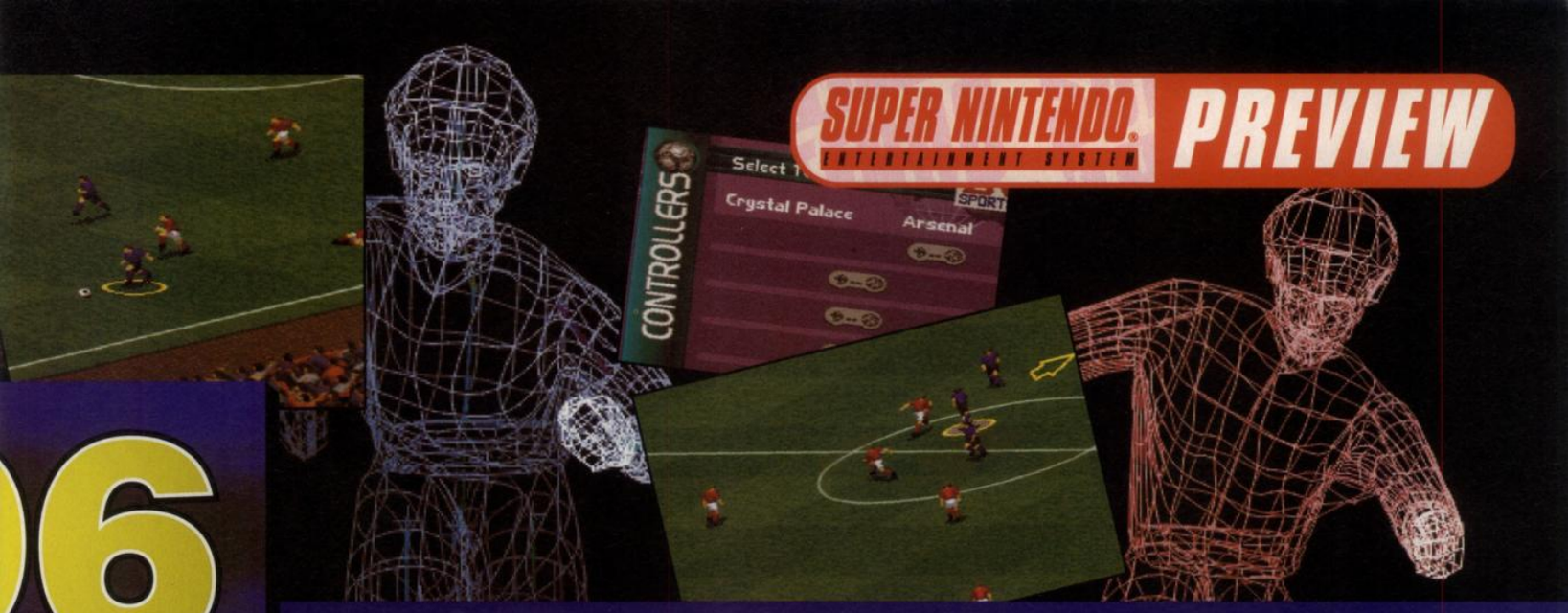
96

R

SGI-RENDERED PLAYERS FOR INCREDIBLE REALISM!

MORE SPEED, MORE MOVES, MORE INTELLIGENCE, MORE CHALLENGE!

THE MOTHER OF ALL SOCCER GAMES IS BACK!



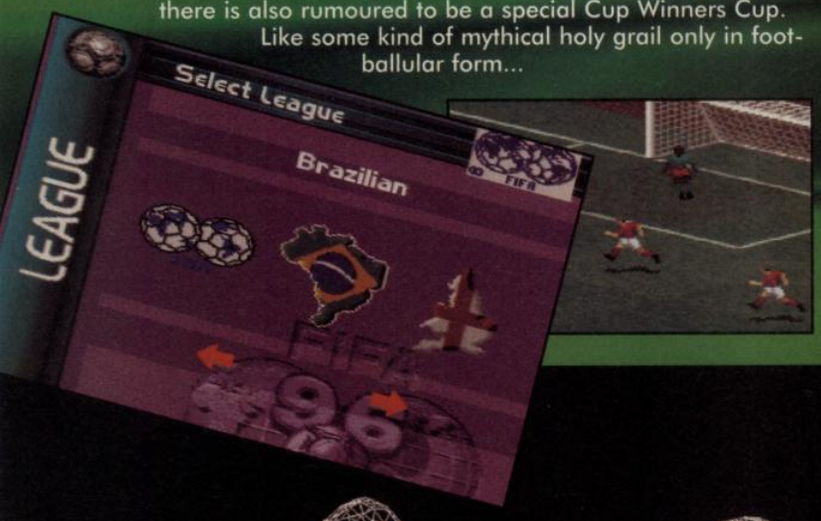
(LEFT) As a general rule of thumb, it's far better to field a team of 11 professional footballers than three big red arrows. They keep popping the ball, you see.

EAT MY GOAL!

FIFA 96 is nothing if not ambitious and it's planning a simultaneous comeback on eight separate formats, all of which are featuring the vocal talents of one very famous sports personality. In the CD-based versions of the game this guy's contributions run to a full commentary of the whole game. Given that the commentator in question is none other than John Motson, I'd say we Super NES owners have got off very lightly with having him only chip in the odd comment and announce things like throw-ins. Like, phew!

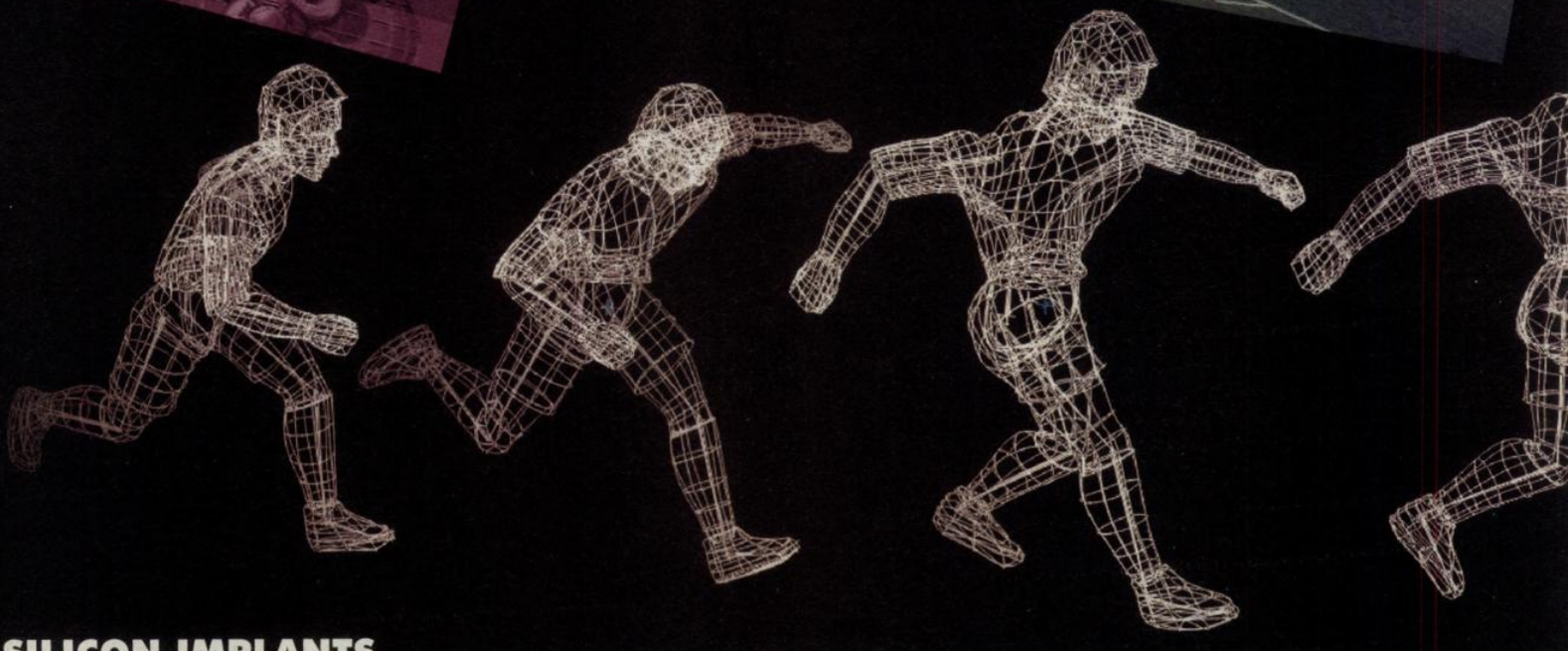
MY CUPS OVERFLOWETH

Most games these days have a fair amount of longevity built in - the modern gamer demands it, by crikey. I fancy that few gamers will have any cause to complain about FIFA's lifespan, though. The game has at least 300, count 'em, International teams spread over 12 leagues including the English league and an approximation of the Italian Serie A, amongst others. Add to that a brace of knockout and cup challenges to conquer in each league and it's easy to foresee FIFA 96 lasting, ooh, until FIFA 97 at least! For those smartasses who do eventually manage to win the Cup in all twelve leagues, there is also rumoured to be a special Cup Winners Cup. Like some kind of mythical holy grail only in footballular form...



(LEFT) Sad really, isn't it? The way that absolutely everyone who plays a soccer game always goes for the Brazilian side. Like it's really going to make a difference...

LEAGUE
Standings
EA SPORTS
G W L D P
Fluminense 0 0 0 0 0
2 Bangu 0 0 0 0 0
Santos 0 0 0 0 0
Ponte Preta 0 0 0 0 0
8 America-RJ 0 0 0 0 0
4 Palmeiras 0 0 0 0 0
Vasco da Gama 0 0 0 0 0



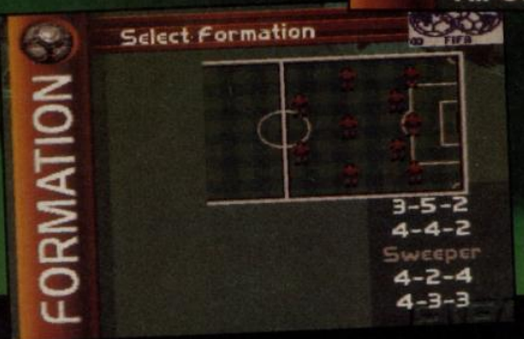
SILICON IMPLANTS

The graphics in FIFA have always been pretty amazing - stand at the other end of the room and you could be fooled into thinking you were watching Match of the Day. In FIFA 96, though, you could be forgiven in thinking that there were actually little men running around inside your telly, for the player graphics too have been given a major overhaul. In fact the programmers have gone to a great deal of time and trouble observing the movements of real footballers from four different angles before building wire-frame skeletons and rendering them using good ol' SGI equipment. The results are plain to see - unparalleled player realism. Remarkable.

(ABOVE) Ooh, big mistake playing Mithias in Midfield. Who is Mithias, by the way?

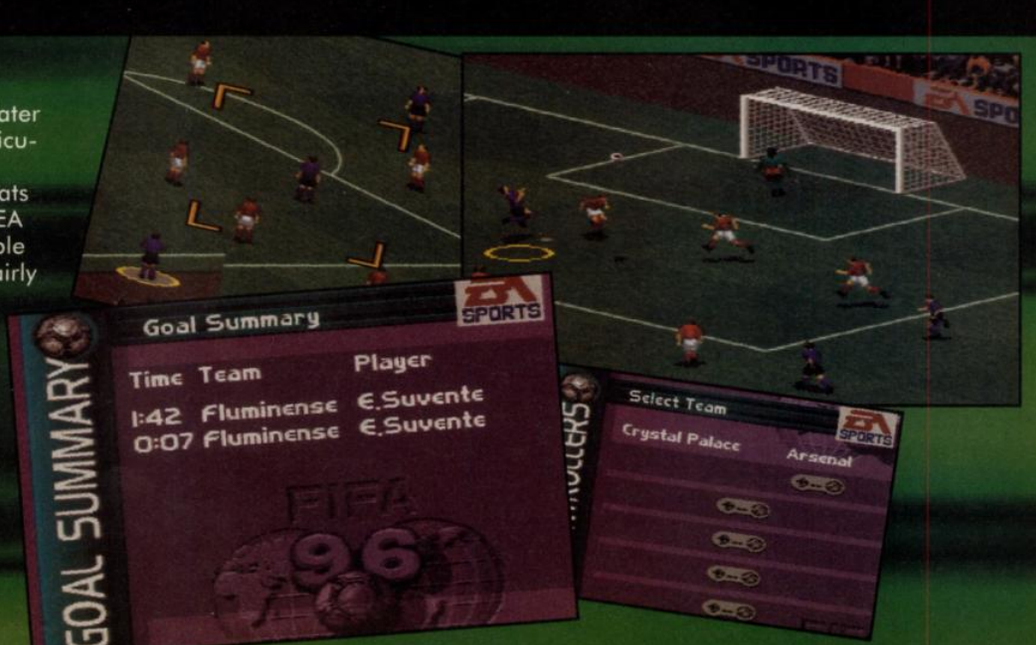
FORMATION PRANCING

Your playing it all wrong, mate. You want a couple of men up front, put the forward on the left wing and play your number seven as a sweeper. makes no sense at all to me, but in the wonderful world of soccer making such decisions becomes a crucial matter that separates victory and defeat. FIFA 96, thankfully, has more ways of twartling with your team than is really, probably necessary. Now, at any time during the match, players may pause and alter their team's formation, strategy and coverage. A total of five different formations are available and the available strategies number six. Very workable.



FEELING SUMMARY

Play any of the EA Sports titles and sooner or later you'll run into a ream of stats. Madden in particular was particularly full of the chuffers - the Americans love 'em, you see. In FIFA 96 the stats aren't anything like as complex as most other EA Sports games and come in three easily digestible flavours. First off is Game Summary which is fairly self-explanatory. Next is the Foul Summary that tells on the bad boys in the game - and there are usually plenty - and finally, by contrast, Scoring Summary which hails the heroes.

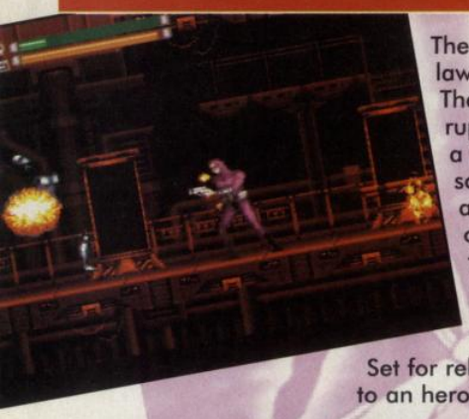


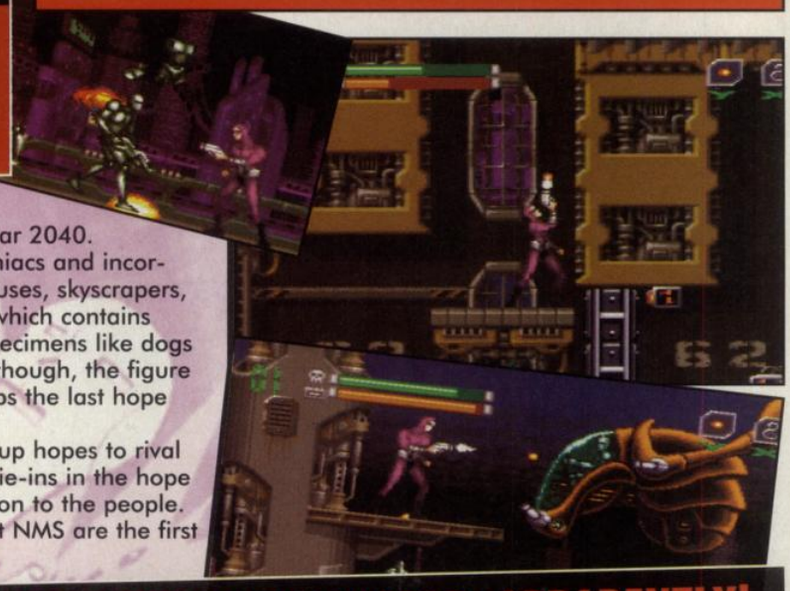
A far more obscure comic hero than Batman or Judge Dredd, Phantom obviously got the last choice in terms of outfits, decked out as he is in a mauve lycra suit. But while his choice of clothes may make him resemble Mr Motivator, Phantom has a plateful of hassles to work out.

PHANTOM 2040

FOLLOW THE PURPLE GUY!

Phantom 2040 is the kind of game where you need to search everywhere thoroughly because there are always clues lying around which might help our hero topple the evil Dine Industries. People on different stages offer advice or keys which enable Phantom to enter restricted areas and get his hands on new weapons or further keys to continue progress.





The action takes place in the lawless city of Metropia in the year 2040. The usual assortment of egomaniacs and incorruptibles battle it out in warehouses, skyscrapers, a tube station and even a zoo which contains some rare Twentieth century specimens like dogs and cats. In this age of decay though, the figure of Phantom appears as perhaps the last hope for the urban wasteland.

Viacom's platform shoot em' up hopes to rival the games with the big film tie-ins in the hope of bringing the purple paragon to the people. Set for release in the near future, we at NMS are the first to an heroic lowdown on the Phantom.

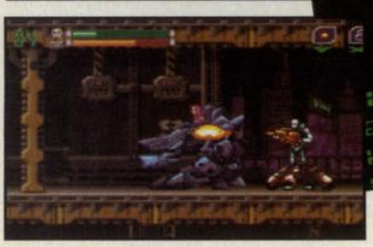
HE'S THE MOST POPULAR CARTOON CHARACTER IN THE WORLD. APPARENTLY!

HE SWINGS, HE SPIES, HE SHOOTS, HE FLIES!

TOP TOTALLY UNKNOWN COMIC HERO ACTION AHOY!

PURPLE REIGNS

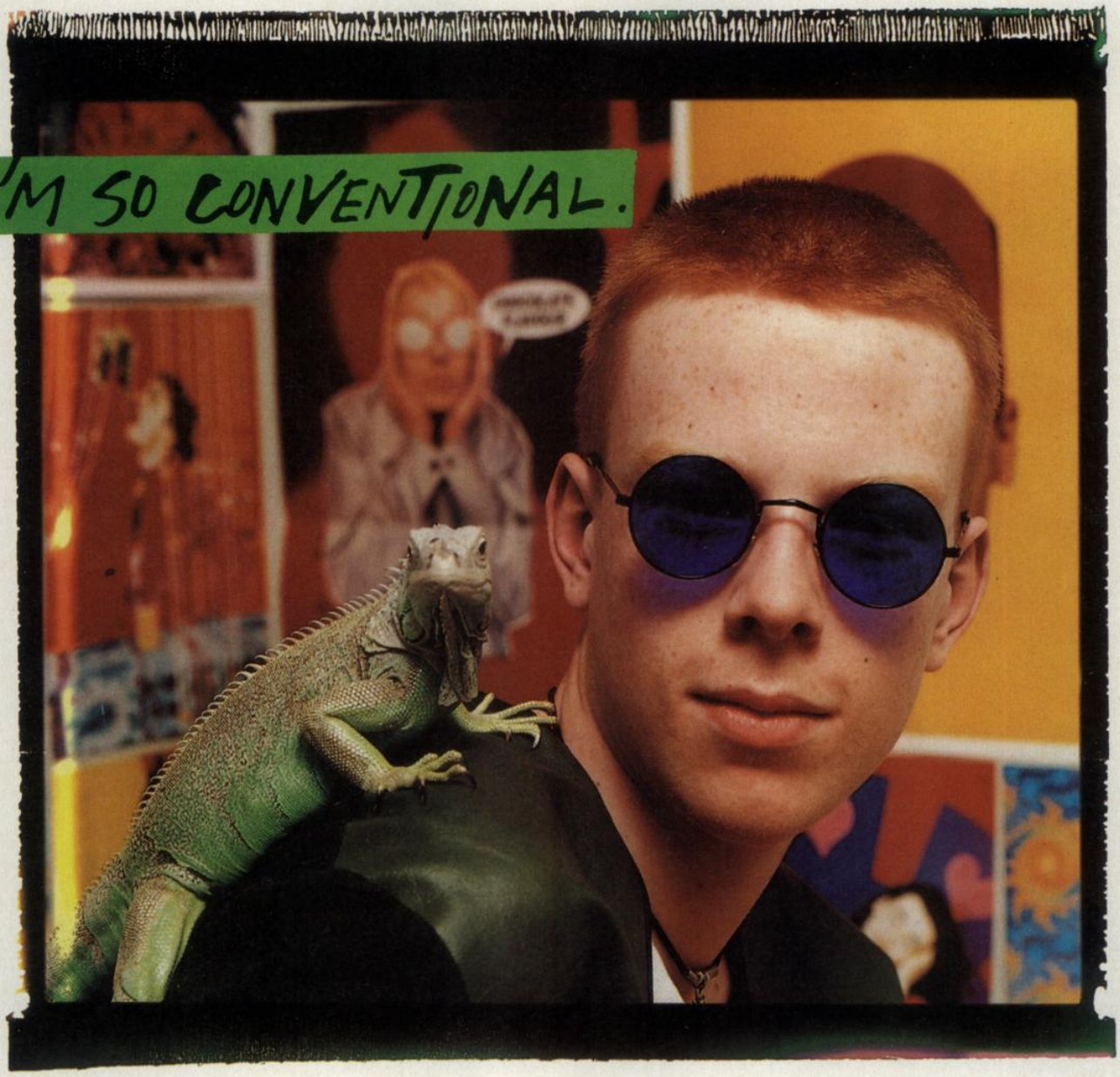
Phantom isn't the kind of superhero with built in talents, other than supreme athleticism of course. What he does have though is a lot of gadgets. These he acquires as he moves from stage to stage. He starts out with the average laser gun and a rope which means he can do the Spiderman kind of thing, but other novelties available include invisibility, a range of missiles, explosive pellets and stronger armour.



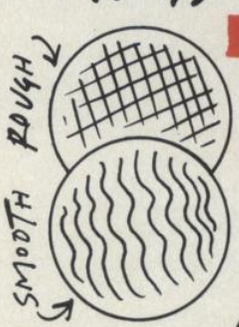
(ABOVE) Oooo. Hark at Mister Professor-brain. Boring slapheaded fool! Shame you can't shoot him really.

GAME DATA

- *GAME: PHANTOM 2040*
- *BY: VIACOM NEW MEDIA*
- *RELEASE: TBA*
- *GAME TYPE: PLATFORM*
- *PLAYERS: 1*
- *CART SIZE: 16 MEG*



I ALWAYS CLEAN MY FACE WITH **OXY DUO PADS**. THE ROUGH SIDE CLEARS ALL THE DEAD SKIN, GREASE AND GRIME OUT OF YOUR PORES. THEN THE MEDICATED STUFF IN THE SMOOTH SIDE WIPES OUT THE BACTERIA THAT CAUSE SPOTS. WHAT'S MORE, IT STAYS ON YOUR SKIN AND KEEPS ON WORKING FOR HOURS.

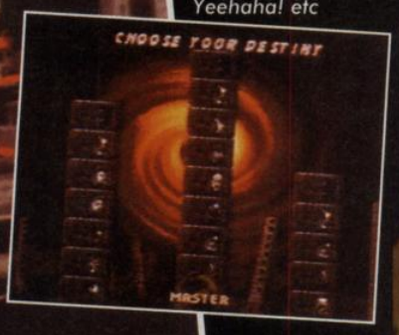


I USE **OXY DUO PADS** EVERY MORNING AND EVENING WITHOUT FAIL. YOU CAN CALL ME PREDICTABLE, CONVENTIONAL, WHATEVER; BUT YOU CAN'T CALL ME SPOTTY.

SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE · ALWAYS READ THE LABEL · OXY AND OXYCUTE 'EM! ARE TRADE MARKS.

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM



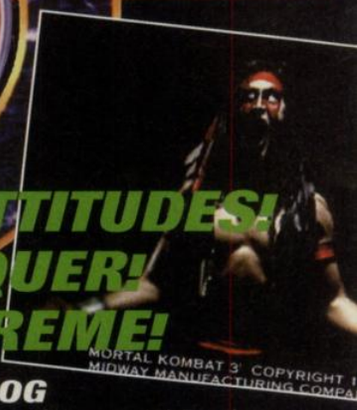
(BELOW) There are three paths to true wisdom in MK3 - all littered with the corpses of the foolhardy. Yeehaha! etc

Beat 'em ups are the new Rock and Roll! Never has there been a year where so many of such high quality have been released - and all at a time when industry bods are predicting the demise of the Super NES! There can, however, be only one absolute champion. Could Mortal Kombat 3, Williams' latest battler, be a contender for that title?

When you think about it, Beat 'em ups are the least likely of game genres to need a storyline, yet they've all got one - usually laden with woeful tales of sword, sorcery and general mystic gumbo. Take MK3, for example. The needless storyline used to justify the excessive amounts of violence tells of an Earth in the near-future. A barren Earth, laid waste by the evil Shao Kahn who has opened a portal from the Outworld, his plan; to possess the souls of all Earth people and turn the planet into another Outworld! Desperate times require desperate measures, so it falls to a selection of the Earth's greatest warriors to take up the quest to vanquish Kahn once and for all. A task which, peculiarly, appears to involve a series of combat tournaments and not a series of tactical nuclear strikes. Things must be bad...

FATAL DISTRACTION

Mortal Kombat fans looking forward to a bloody splatterfest in MK3 are going to be a little disappointed, as the overall 'gore factor' in the game is, if anything, less than the visceral MK2. That's not to say that the game is without enough stuff to turn your stomach and ensure that the moral majority tries to prevent you owning a copy. Each of the fourteen characters now boasts two distinct fatalities which we're assured are nasty enough for the MK diehards. The programmers have also included a couple of new ways to add interest to the proceedings, as you will soon find out.



14 BLOODTHIRSTY BATTLERS WITH BAD ATTITUDES! NINE TOTALLY NEW CHARACTERS TO CONQUER! PREPARE YOURSELF FOR THE BATTLE SUPREME!

MERCY, MERCY ME

MK3 provides players on the brink of victory to show their opponents a little kindness - the Mercy moves. These are performed just as the game demands "Finish Him!". If executed correctly, the loser is given a little bit of energy allowing them to fight on. On the one side, such a feat could be construed as an act of generosity, although the reality is that winning gamers will only use it to prolong the agony and kick ass a second time.

I'LL BE YOUR DOG

This time round the Animalities are in! For those of you who've had your heads in dark, damp places these moves transform the losing combatant into a small, defenceless creature. But don't worry, this is only a temporary humiliation that lasts only as long as it takes the victor to raise their leg and stamp on you! There is however, a way of turning this situation around, check this: By performing a Mercy and then following it up with a special combination you, the victor, become the animal - Nightwolf, for instance turns into a ravenous wolf, devouring his prey with little thought for table manners. Eeyurgh!

GAME DATA

- GAME: MORTAL KOMBAT 3
- BY: WILLIAMS
- RELEASE: OCTOBER
- GAME TYPE: BEAT 'EM UP
- PLAYERS: 1-2
- CART SIZE: 16 MEG

14 WAYS TO DIE, CHOOSE ONE...

What with two other Mortal Kombats tournaments already having occurred, it comes as no surprise to learn that there have been a few casualties and not all the previous Kombateers have made it through to battle number three. Call it natural wastage. There are, however, fourteen player-selectable characters in MK3, which is more than the previous two, and a total of nine wholly new characters. Let's meet them all.

JAX: Jax is the first of the battlers from MK2 to survive - although hardly intact. It seems that, somewhere along the line, someone has given him a nasty taste of his own medicine and ripped his arms off! Every cloud has a silver lining, though, and the new Jax has two bionic arms instead. Much more powerful and capable of letting off the occasional missile or three.

LIU KANG Liu Kang is a veteran of all three Kombats. A feat which must make him either ridiculously hard or incredibly stupid! This member of the secret White Lotus society has not changed his Shaolin ways much over the years - his signature flying kick remaining as potent as ever. A character for beginners, methinks.

KUNG LAO Fresh from his successful debut in MK2, the cat in the hat is back and, well, pretty much intact. In fact, apart from being slighty better drawn, there appears to be little difference in his moves. Moves which are not to be sniffed at, nonetheless. His deadly 'titfer' is more ruinous than ever and he appears to have spent a bit of money on himself, if his nifty new look is anything to go by.

SHANG TSUNG A man of many faces indeed - as proven by his ability to morph into practically any character in the game. Shang Tsung's real skills come in his fir manipulation abilities. His standard move is his fireball, but his real piece de resistance is a move that has flames leaping from the ground around the opposing player. Toasty!

CYRAX Sub Zero must have upset someone when he quit the Lin Kuei Clan, for two psychotic Ninja droids - Cyrax and Sektor - have been dispatched to assassinate him. Cyrax, like his co-droid Sektor, has use of missiles and flame-throwers as standard. His personal speciality is a self-destruct move that severely damages the opposition. Fortunately he is able to reform after this cataclysmic trick.

SHEEVA Imagine Goro, but in hideous female form and you'll be close to envisaging the unlovely Sheeva. In fact, she's pretty much an exact replica, right down to the calamitous stomping move, the teleport and the four arms. Fancy a nice hug anyone?

NIGHTWOLF A spiritual native American warrior. Don't let the fancy feathers in his hair distract you, this guy fights dirty. Close up attacks include tooth-loosening uppercuts shoulder charges to leave you breathless. A glowing shield provides his defence. Bit of a dark horse, this lad.

SONYA Token babe of the original Mortal Kombat and passed over in favour of the altogether prettier Mileena and Kitana in MK2, Sonya is back and the only Earthling female which, I suppose, makes her the token babe in MK3 too. There's nothing cute about her moves though and her improved bicycle kick is both awesome to behold and devastating to receive.

SUB ZERO Another survivor of all three Kombats. This time, though, his mask's removed, the gloves are off and Sub Zero means business - with several ways of chilling opponents out up his frozen sleeves! His ice blast is there and is augmented by a new special that produces a refrigerated replica of himself that freezes all those who stray too near. Brrr.

KANO He's bad to the bone and, boy, is he ever ugly with it. This tin-headed member of the nefarious Black Dragon gang has a particularly unpleasant line in headbutts. His rolling attack is in there too and his laser-powered eye brings a whole new meaning to the phrase "if looks could kill."

STRYKER This distinctly Californian-looking dude is a member of the crack SWAT team that was originally assigned to thwart Kahn's invasion of the Earth. A task they obviously failed to complete. Stryker is an explosives expert and is trained to make painful use of his happy stick. So no laughing about the fact he wears his baseball cap back to front.

SEKTOR It's the return of the old MK trick of using the same sprite but in two different colours! Sektor does have his own distinct differences from his partner in crime, Cyrax. How do a pair of powerful cyber-arms that Sektor keeps hidden in his chest grab you? In a very excruciating manner, I should think.

SINDEL Believe it or not, Sindel is Kahn's missus! But given her alarming scream attack, her fireball moves and her ability to perform controllable airborne manoeuvres, the two of them seem like a match made in hell. I most certainly do not fancy yours mate!

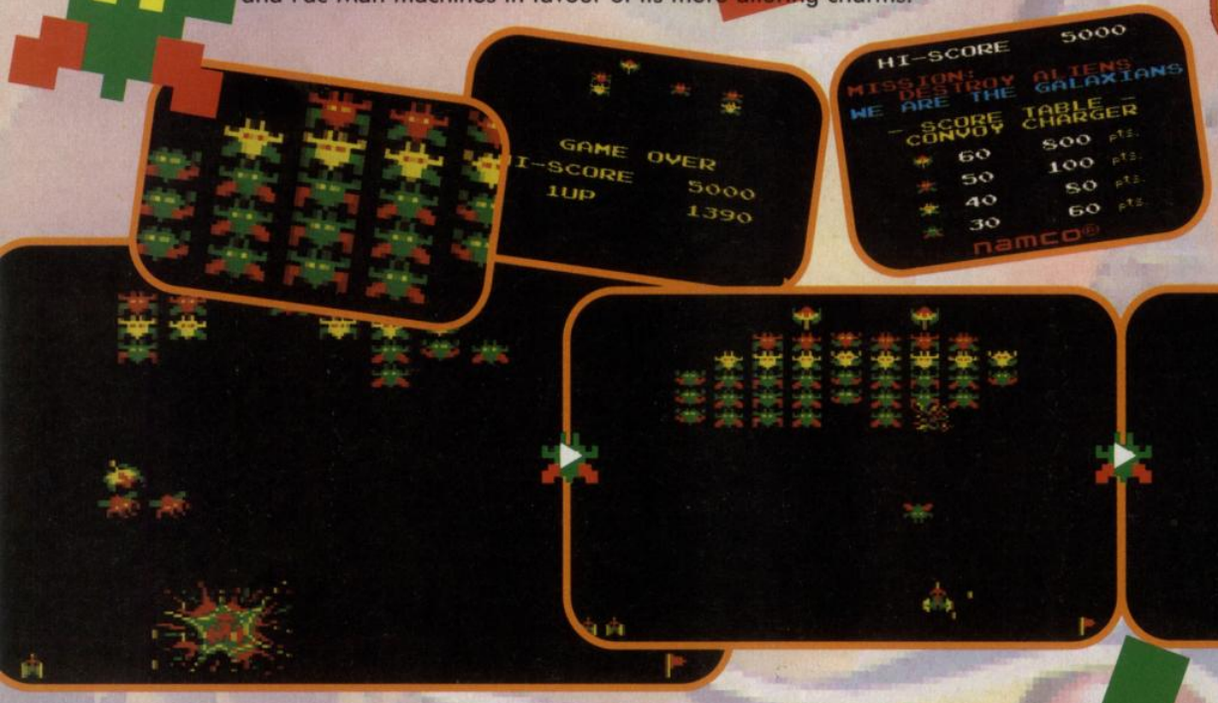
KABEL Part human, part food mixer. This character has replaced Shang Tsung as Kahn's favoured fighter. He has a tasty long-range fireball attack and possesses a special spinning move that disorientates the opposition momentarily, leaving them open to attack.

Galaga & Galaxian TWO

I don't know, maybe NMS ought to start a special section dedicated to all the games coming out for the Super NES and Game Boy that are direct copies of creaky old antique coin-ops - Old Fart's Corner, anyone? Here's an EXCLUSIVE look at yet another two-in-one bundle coming this Autumn from Nintendo themselves - the shoot 'em ups Galaxian and Galaga. Set the time machine for 1981, Marty!

GALAXIAN

As any old gaming duffer worth his reputation will tell you, Galaxian was pretty unique in its heyday. When most other arcade blasters were either very tedious, very monochromatic and probably both, Galaxian stood out. It was in colour for starters and, heck, it was even pretty good fun to play too. It was not long before gamers were abandoning their Space Invaders and Pac-Man machines in favour of its more alluring charms.



MASSIVE ATTACK

It's remarkable what a bit of colour can do for a game concept, for at its root Galaxian is precious little different to Space Invaders. The marauding alien spaceships line up in rank and file formation and wobble their happy way from one side of the screen to the other. However, instead of the attacking ships slowly making their progress down screen, small groups of them break off from the main pack and attack in swooping dives, dropping bombs as they go.
Very unpredictable.

MISSILE COMMAND

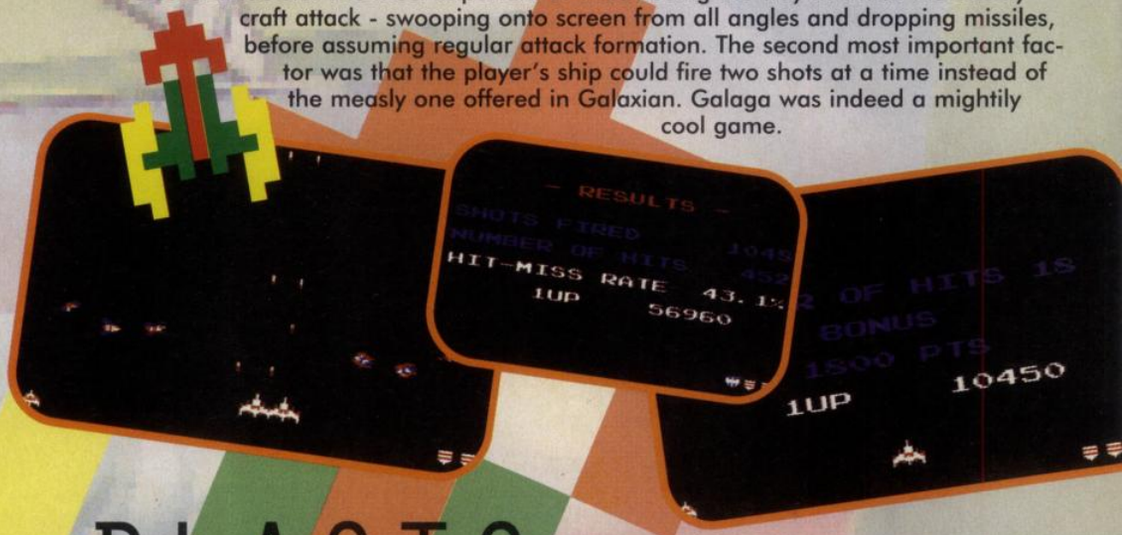
Another element that Galaxian shared with Space Invaders was that it was only possible to have one missile on-screen at any one time. Extremely sharp marksmanship was the order of the day and no mistake. Something that was hailed by some sad lads as a graphic marvel at the time was that, as one missile was fired the next missile could be plainly seen loading itself onto the ship in readiness for the next shot. Eee, we didn't expect much from our games in those days.

GAME DATA

- **GAME:** GALAXIAN & GALAGA
- **BY:** NINTENDO
- **RELEASE:** T.B.A
- **GAME TYPE:** SHOOT 'EM UP
- **PLAYERS:** 1/2
- **CART SIZE:** 2 MEG

GALAGA

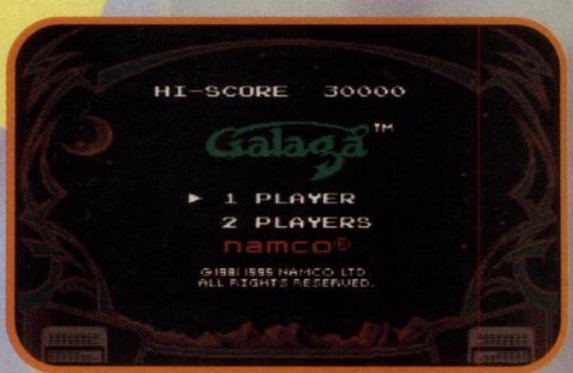
Aah, this is more like it. The sequel to Galaxian and infinitely more playable thanks to several factors. The most important of which being the way in which the enemy craft attack - swooping onto screen from all angles and dropping missiles, before assuming regular attack formation. The second most important factor was that the player's ship could fire two shots at a time instead of the measly one offered in Galaxian. Galaga was indeed a mightily cool game.



CLASSIC BLASTS FROM THE PAST! FROM A TIME WHEN GAMES WERE GAMES!

KINDLY LEAVE THE STAGE

In days of old, gamers got precious little value for their ten pences in the way of bonus bits. Most titles being never-ending rounds of the same level but faster and more deadly. Such items as end-of-level bosses were almost totally unheard of. Alas, they weren't to be found in Galaga either, although, at the end of every three rounds gamers were treated to the famed Challenging Stage. Basically this was a series of alien swoops (no missiles were fired by the aliens) in set patterns for the player to shoot at. The aim being to get them all and rack up those bonus points. A good memory was handy here, as the attack waves could be easily learned.



SHIP WRECKED

Another stunning feature of Galaga was the ship capture routine that could be as much a blessing as a disaster, depending on how good the gamer was. At various times during the game one of the larger alien ships would make its way to the lower half of the screen and switch on its funnel-like tractor beam. Rather than avoid it at all costs the trick was to allow your ship to be captured, whereby the alien vessel would retire back to the top of the screen. Then the gamer could retrieve the lost ship by shooting the kidnapping alien scum. Both ships would then be joined together for multiple missile mayhem. Hoorah. Unless the ship captured happened to be the last one - then it was Game Over. Bah! You did have to be incredibly stupid to do that though. Not like any of us at NMS or nuffink

PRIMAL RAGE

Re-enact Jurassic Park in the safety and comfort **of** your own bedroom!

Hug him and squeeze him and call him GEORGE!

WIN a **DINOSAUR all** of **YOUR** very **own**!

win win win

Your chance to win a Primal Rage coin-op worth £3000!

Come on, admit it. When you were a kid you dreamed of having a pet dinosaur. You know you did. You spent many a wistful hour thinking about all the fun you could have with your dino-mate, taking him for walks, showing him off to your mates, using him to frighten off the school bully - you know the sort of thing. Hah! What saps you are! Don't you realise that there is no such thing as a friendly dinosaur? Your pet dinosaur would've had your head off as soon as look at you.

What you really want is some method of keeping these hideous beasts under control. Some way of directing their every action. Hey, just like in that brilliant Primal Rage coin-op down the local arcade. Wouldn't it be great to own a machine just like that! You bet your boots it would and, by sheer coincidence, we have uncovered just such a way you could fulfil your wishes thanks to Time Warner and Dixons. Interested? Read on...

In issue 35 you will have read all about the fantastic Super NES version of the game - scoring a very respectable 90%. You no doubt thought about buying a copy of the game to add to your collection. May we urge you, then, to think long and hard about buying a copy and make most sure you buy it from **Dixons**. You see, upon buying said game from said popular high street electrical goods retailer you will be presented with a Scratchcard. Scratch it to reveal your unique number - a number that may well win you the amazing Primal Rage coin-op!

Now all you need do is read the October issues of either Nintendo Magazine System, C&VG and PC Review or the November issue of Mean Machines Sega and see if the numbers printed match those on your scratch card - if it does, you could be a winner! Full claim details will also be printed in all those issues. So get buying and happy scratching!

Dixons

TIME WARNER INTERACTIVE

DOMANI

REFLECTIONS ON FASHION

Put your FOOT in it.

Style illustrated: Krypton. This or other Domani styles available from Russell & Bromley, Charles Clinkard Ltd, Domani Retail Shops – also Domani at Childrens World, Jones Bootmaker, John Lewis Partnership stores, Gordon Scott, Selfridges and main Start-rite stockists.

BATMAN FOREVER

If the occasional throwaway remark has got you into trouble in the past, spare a thought for poor old Bruce Wayne. If only he'd kept his mouth shut when crackpot inventor, Ed Nygma, came to demonstrate his latest mind-bending invention. If only he could have known what dire consequences his little piece of "constructive criticism" would have...

You see, had Bruce Wayne not been so forthright in telling Ed Nygma exactly where he should stick his diabolic contraption, Nygma might not have got miffed and turned himself into the Riddler, teamed up with the nefarious Two-Face and, well, the rest is history...

Looking at it another way, though, if none of the above had happened we would not have had the blockbusting film or this smart-looking new platform beat 'em up from Acclaim. Every cloud has a silver lining in the happy world of video games.

BEATINGS AND BATTERINGS

That Batman Forever is a beat 'em up is no great surprise given the amount of righteous ass-kicking that goes on in the action-packed movie. That's not to say that the game is without a few surprises or that it is in any way a 'normal' beat 'em up. For starters it has the sort of visual quality matched only by the likes of Killer Instinct, secondly it has a host of play modes to suit the needs of one or two players simultaneously, it has a very complex combat system for a game of its type, oh and it's got big weapons in it too. More about all of these features on the following pages.

LAST TRAIN TO BAT CENTRAL

Before going into battle against the Riddler and Two Face it is prudent to first indulge in a spot of training - all those corporate lunches do tend to have an effect on one's crime-fighting abilities, you know. To this end Batman Forever provides a very ha[illegible]aining Mode whereby one or two players may practise their moves to the[illegible]earts' content against a series of increasingly tough computer generated foes. Curiously, the choice of characters the players pick is not restricted to just Batman or Robin. In fact any of the bad guys from the game may be picked as representatives. Players may also choose which characters they want to practise against too. Tres comprehensive, no!

THE LUNATICS HAVE TAKEN OVER THE ASYLUM!

You're trained up, tooled up and ready to go. The first stop on this tragical mystery tour takes us to the notorious Arkham Asylum. It seems one of their inmates has been creating something of a stir. In fact he's let loose a bunch of deranged inmates from cell block 2 who are roaming the corridors doing, er, things that deranged inmates do. Batty Boy and Robin must subdue the inmates and secure Dent's cell before he himself escapes and takes up his real identity - Two Face! All told Batman Forever takes in eight levels that see the dynamic duo doing battle against, amongst others, gangs of criminally-minded killer clowns down at the circus, rubbing shoulders with the rich and dangerous down at the Gotham Ritz and finally taking the fight to the Riddler's doorstep - his Claw Island hideout.

GAME DATA

- GAME: BATMAN FOREVER
- BY: ACCLAIM
- RELEASE: OCTOBER
- GAME TYPE: PLATFORM
- PLAYERS: 1/2
- CART SIZE: 24 MEG

BATTER UP

Serious opposition requires serious weaponry. So it's a relief that the boys are able to make great use of their famed Utility Belts. Each of the guys is able to carry five separate items about their persons - from a boggling choice of 20! However, of the five weapons picked, only three may be readily used. These should be chosen at the beginning of each particular section. On the positive side, though, each weapon comes with unlimited ammo for upping that kill rate. Batman's weapon selection includes such hot items as Batarangs, a Morphing Cape and a Holographic Decoy. The Boy Wonder is equally well equipped with such tools of devastation as and Extending Staff, Tranquiliser Darts and some stuff called Slippery Goo.

CAPED COMBAT

Batman Forever is very much a beat 'em up in the style of, say, Final Fight in that the levels scroll. However, the combat system owes more to games like Street Fighter. Each of the main four buttons on the joypad is responsible for a punch or kick whilst the L and R buttons provide blocks and back attacks. Used in conjunction with various joypad actions it is also possible to perform specials such as roundhouses, throws and uppercuts. The various weapons the lads carry are accessed in a similar way too - most of them using the standard fireball-type pattern. Heck, it's even possible to put together something approaching a combo.

THE GOOD, THE BAD AND THE UGGGHH!

Batman Forever is populated with a whole army of the Riddler's and Two face's henchmen - all digitised from actual actors wearing actual costumes, no less. The five principle characters have been similarly devised although I doubt the real actors could have been offered enough cash to be tempted down to Acclaim's motion Capture studios. Still, if you half close your eyes you can at least make believe the guy you are playing is really a digitised version of Val Kilmer. Anyway, here's a brief rundown of the five main characters in the game:

BATMAN: The Caped Crusader, the Dark Knight, Keith. Call him what you will. Batman aka millionaire Bruce Wayne is the troubled soul around who the whole game revolves. Wracked with guilt after witnessing his parents' murder when he was a child, Wayne has vowed vengeance upon the criminals of Gotham. In fact he got a bit obsessed with the whole thing - I can understand him being a bit miffed, but dressing up as a bat?!

ROBIN: No relation to Larry, Dick Grayson also decided to throw down the gauntlet to all criminal scum upon witnessing his parents being murdered too - nice town Gotham. Alas, he was neither as big, rich or hard as Bruce Wayne so had to settle for the crap uniform and the role as sidekick. Ah well.

THE RIDDLER: Aah, what a waste of a good brain. Brilliant inventor Ed Nygma only wanted the approval of his boss, Bruce Wayne, for his mind manipulation. Approval which, sadly, wasn't forthcoming. And so there was only one solution - to turn himself into an evil criminal mastermind with a penchant for sinister conundrums - the Riddler. Well, wouldn't you have done the same?

TWO-FACE: Talk about being in two minds about things. Once upon a time Two-Face was the chief District Attorney of Gotham City. That was until a fateful clash with crime Boss Moroni that left one half of his face horribly scarred and one side of his brain seriously deranged! Now Two-Face sees things only as black or white, good or evil. In fact the only thing he is sure about is is hatred for Batman!

DR CHASE MERIDIAN: No self-respecting blockbusting movie is without a bit of romantic interest these days. in Batman Forever this comes in the form of Psychologist, Dr Chase Manhattan, played by Nicole Kidman in the film. Bruce loves her and she loves him right back. What a pity that the Riddler learns of their love and kidnaps her as bait to rap Batman. Ah, twas ever thus...

(ABOVE) Ensuring that there will be no escape whatsoever from the Batman Forever hype, Acclaim have got a Game Boy version of the game coming out too. Blimey, and here it is, EXCLUSIVELY in NMS!

MOTION SLICKNESS

There's no doubting that the visuals in Batman Forever are some of the slickest and best animated seen in any Super NES title to date. This is thanks in the main to the extensive work done at Acclaim's own studios based at Glen Cove, New York. The studios have a huge stage designed specifically for motion capture. The process of Motion Capture itself is a fairly complicated one that requires attaching special sensors to an actor's body. The actor is then filmed from several different angles performing the moves necessary for the scene. After that the data gained is used to help give hyper-realistic movements to the sprites which, in this case, are digitised from real actors too. Or something like that, anyway... Acclaim are also using their studios to provide special scenes for movies too, they even created some of the special effects for Batman Forever!

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

When you're sitting miles across the water, it's hard to accurately judge the excitement surrounding a Japanese game release. But our NMS correspondent, Warren Harrod, assures us that Ruin Arm is the flavour of the month out there. And he's in a better position to comment than most.

Bandai don't have an especially glowing history of producing great games. They make games based on great licenses – Gundam, Sailor Moon, Ultraman, etc – and they sell by the bucket load. But credible successes of the kind that warrant pages of coverage in even the Japanese press? No. However there are two noticeable differences between Ruin Arm and what has previously been expected. To the best of our knowledge the game is not a major license. That's the first. Secondly, though, the game has been co-developed by a company called Plex. As it's unlikely that Bandai have based a game on another company's animation series (they usually associate with TOEI), we can only assume that Plex are software developers.

Ruin Arm seems so intriguing that NMS has imported a copy from Japan for you to take a closer inspection.

RUIN ARM

BAN
IT M
BUT

FOUR ARMS BETTER THAN TWO

In the tradition started by Secret of Mana, Ruin Arm allows one player to roam the strange post-apocalyptic lands with the aid of a friend. The primary character is a warrior, who later becomes armed with gladiatorial gear. His partner is a female magic user, whose sorcery allows for the kind of special effects RPGs thrive on. In one-player mode, the sorceress trails behind the warrior and is subject to whatever dangers he leads them into. With a second player in command, however, the little lady is free to move around where she wishes – within the confinements of a single screen.

(LEFT) "Watch as with my mighty sword I cleft this small shrub in twain. I am Zakkana of Kalross!!!"

PROMISE?

You can depend on Bandai to devote time and effort to great artwork. Even if many of their games suck, there's always the packaging to go loopy over. Ruin Arm, as you can see, is no exception. All that remains to be seen is whether the game is honed to perfection, the same way Chrono Trigger and the imminent Legend of the Holy Sword 3 appear to be.

GAME DATA

- GAME: RUIN ARM
- BY: BANDAI/PLEX
- RELEASE: OUT NOW (JAPAN)
- GAME TYPE: RPG
- PLAYERS: 1-2
- CART SIZE: 20 MEG

YOU'RE HOLDING IT UPSIDE DOWN!

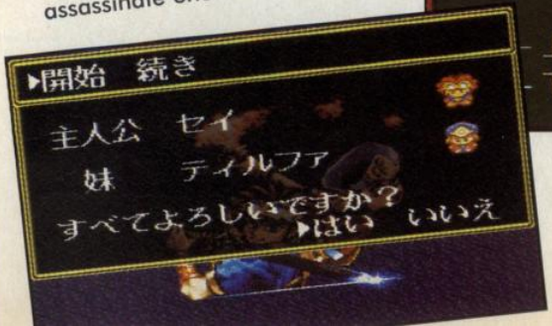
As is always convenient in explorational games on a grand scale, Ruin Arm has a built-in Auto Map feature. Just like Zelda III, the dungeons are generally multi-storey affairs, and require this kind of assistance. Doors lead out of nowhere, onto ledges holding the vital key to other doors – you know the kind of thing.

(BELOW) Pete thought it might be quite funny to put a caption with this pic, thinking I couldn't translate it. Hah! it say's "Man called Peter, he sacked!"

DAI'S FIRST LARGE-SCALE RPG! IGHT MAKE YOUR EYES WATER IT WON'T RUIN YOUR ARMS

LEAP FROG

It's unusual for characters to really work together in a game. Even in Secret of Mana there are basically three separate elements doing their own thing to the same end. In Ruin Arm the two friends help each other out by giving each other piggy back rides! From this position they are thrown over small gaps in the ground, or simply carried to safety. More familiar are their combined fighting techniques, where the one takes to hacking away with tempered steel, while the other casts mystic auras to assassinate enemies.



(ABOVE) Notice the handy grid referencing system that would ensure you never got lost - if only the game wasn't in Japanese.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: HUDSONSOFT/VIRGIN
- PRICE: TBA
- RELEASE: OCTOBER
- GAME TYPE: PUZZLE
- CART SIZE: 12 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-5
- HEAD TO HEAD: Oh yes!
- BATTERY BACKUP: Nope
- CONTINUES: Infinite
- OPTIONS: Sound Test,Stereo

GAME INFO

- GAME ORIGIN: The third instalment in the greatest multi-player game known to the Super NES
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Complete the Water World
- ALTERNATIVES: The other two Bomberman titles

GAME CONTROL

- CONTROLLER: Joypad and
- RESPONSIVENESS: Superb

X — No Function

A — Drop bomb

B — Operate Louie atttack

Y — No Function

L/R — L: No Function
R: No Function

S — Start: Starts/pauses
Select: No function

GAME CREDITS

- DEVELOPED BY: HUDSONSOFT
- DISTRIBUTED BY: VIRGIN
- MADE IN: JAPAN
- ARTWORK: © HUDSONSOFT.

Over the years the Bomberman series has satisfied gamesplayers penchant for big explosions and multi-player fun alike. After months of waiting for the third instalment to arrive from Japan, NMS are proud to present the bomb-fest Super NES players have been longing in Super Bomberman 3.

Through mists of time and clouds of smoke, Bomberman has shone through to defeat the forces of evil. Mistakenly the young Bomb-meister thought he could hang up his explosive charges, but once again plans have been hatched to force the galaxy to its knees. The evil robot Bomberman clones faced last time around have been pulled from the scrapheap, given a fresh lick of paint, and brought back into service. From inside information they've located a weakness in the galactic defence computer and literally trashed the silicon chips allowing them infiltrate the planets and turn the population against the guardians of justice, the Bombermen.

The action's all-new, including a two-player Story Mode partnership, and the Battle Mode is more varied than ever with more locations and Bombers to choose from. Add to this the kangaroo-like Louie characters and their special powers, and the latest edition promises to be the best bomb-blast ever!

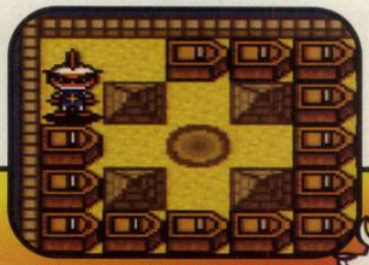
SUPER BOMBERMAN

Exclusive®

BOMBER CREW

Boasting a greater selection of Bomber than ever in Battle Mode, Super Bomberman 3 takes the pick of the world. Please allow them to introduce themselves...

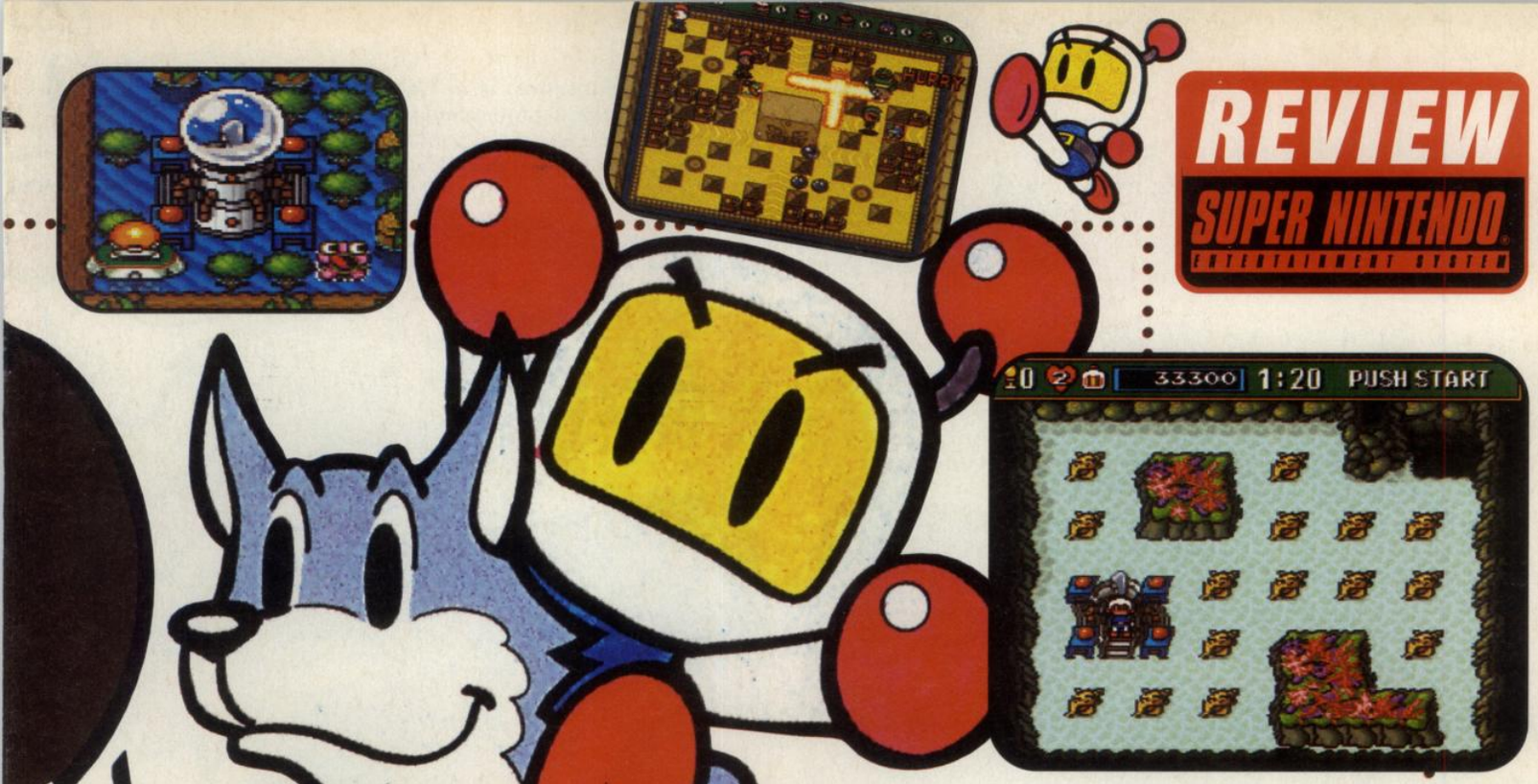
BOMBERMAN – JAPAN



METALBOMBER – ENGLAND

BOMBERKID – AMERICA

PRETTYBOMBER – FRANCE



CHIPS FOR TEA

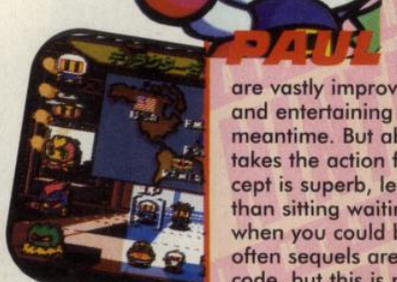
To return the solar system back to normality, Bomberman has to restore the power of the central security computer. To achieve this the poor fellow must collect together the pieces of each planet's central silicon chip that have been scattered across four locations. In a form of suspended animation, the chips are stored in huge glass orbs that can be shattered by bombing the smaller lamp-post lookalike yellow terminals. Only once the chip has gone back on-line can Bomberman confront the bad borg bomber in whichever boss disguise. On completion of a globe, the process begins again, but if you fancy a jaunt through a previously vanquished stage, it's only a case of hopping in the Bomber-shuttle.

BOMBERUHOO – KENYA

BOMBERCASSOCK – RUSSIA

BOMBERCHUN – CHINA

MEXICANBOMBER – MEXICO



COMMENT

PAUL

Without a shadow of a doubt Bomberman 3 is tops. The Megadrive version was fab with the inclusion of the Louies, but this far surpasses that effort. The Story Mode levels are bigger, better, and more challenging – some of the bosses are going to take serious practise before giving up the ghost. Plus the graphics and the sound are vastly improved, showing off the new features and entertaining the player with ace tunes in the meantime. But above, all the multi-player fun is takes the action further. The Miso Bomberman concept is superb, let's face it there's nothing worse than sitting waiting for the other players to finish when you could be lobbing bombs their way! Too often sequels are nothing more than repackaged code, but this is most certainly not the case here. Viva Bomberman!

REVIEW
SUPER NINTENDO

LIFE ON EARTH

Bomberman's blitz through the solar system of evil takes him, and his chum, to some weird and wonderful life-sustaining planets. Unfortunately for the good guys, the evil robot bombers have corrupted the local flora and fauna to their own devious needs. Each planet has local delicacies waiting to join the Bomber toasting in the sky, and they'll all just dying to meet you.

SWAMP WORLD

First port of call, and level most prone to trench foot, the Swamp is home to tricky jumping frogs, bug-eyed flowers, and wandering trees alike. Watch out especially for critters who lurk under cover of the leafy patches, and the release orbs as inflatables which kill if touched.

NMS SEAL OF QUALITY SEAL

VOLCANO WORLD

Deadly bats and bizarre Catherine wheels tax bombing skills to the max in the caverns of the volcano world. Luckily the ancient population of gremlin miners have left the tattered remains of the mine cart system and the Bombers can take a spin running over baddies on the track.

UNDERWATER WORLD

Glug! Glug! Time for a spell beneath the waves. Mutant fish and jellies cause havoc, but they're small fry compared to the troublesome octopus who are immune to attack when moving. Use the strong under currents to trap enemies and fry the seaweed to get to the terminals.

ICE WORLD

Ice planet Hoth causes a spot of slippery bother for the Bombers. Precise control of the characters is paramount as it's far too easy to slip-slide into a wall of flame and end up as Baked Alaska!

EGYPTIAN WORLD

Strange happenings are afoot in the land of the pharaohs. Move with caution around the pyramids residing in the levels, as a deadly snake pops out for a visit when you least expect to be caught. Egyptian garbed lions can penetrate the sarcophocae with their firey breath. Careful with those quicksand teleports, son!

FETCH ME MY STEED!

For those of you unfortunate enough to miss last month's tip-top preview, the Louie characters must seem a bit of a mystery. These magical creatures of a bygone age come to Bomberman's aid when released from their egg-bound incarceration with all manner of special abilities to foil both meanies and fellow Battle Mode competitors. Don't get too confident though, as one hit is all it takes for the fellow to vanish in a puff of smoke. Here's a quick rundown of what they can do:

PINK LOUIE – Jumping
BROWN LOUIE – Lines of bombs
BLUE LOUIE – Bomb kicking
YELLOW LOUIE – Move soft blocks
GREEN LOUIE – Top speed

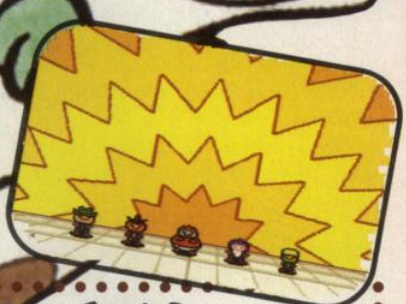
Louie Blue

Louie Pink

Louie Green

Louie Yellow

Louie Brown



ALL CLEAR

Whereas before, the entire area in story mode had to be flamed and cleared of nastie to progress to the next level, Bomberman 3 has an auto-destruct mechanism for the level critters. As soon as every yellow security terminal has been blasted to either open the pathway or shatter the glass orb, the robot bomber boss gives up on the locals and torches them to put them out of their collective misery.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 89

▲ Bigger, bolder explosions, improved backgrounds and Bomber sprites. Be prepared for some real treats! Watch that igloo blast apart!

SOUND — 89

▲ Some of the best in-game music heard for quite some time on the Super NES. The Volcano world is especially toe-tapping.

PLAYABILITY — 92

▲ All of the playability of the previous editions, plus added fun when controlling the Louies in both Story and Battle mode.

LASTABILITY — 92

▲ How long is a piece of string? The Battle Mode fest could go on forever. The challange has also been increased for the Story for longer life.

OVERALL — 91

The best has just got better. Bomberman is, and always will be the ultimate multi-player game, but the new story makes this an essential purchase.

ANDY'S COMMENT

It's not many games with a basic concept solid enough to have spawned two sequels - some just aren't up to it, others it just isn't appropriate. In fact, outside of Street Fighter and Mortal Kombat I'd be hard pressed to think of any worthy candidates - except Bomber Man, that is. Bomberman 3 has succesfully taken all the elements that made the first two games great - the multi-player comaptibilty and unrivalled playability - and added to them enough new features and challenge to make the game worthwhile owning. In the case of Bomberman 3 this means a host of brand new characters to play as in the battle mode, several new worlds with bizarre hazards to conquer and some assistance in the form of the Skippy-esque Louies that appear in both the noraml and Battle modes. yep, this is everything

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: HUDSON SOFT
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: SHOOT 'EM UP
- CART SIZE: 4 MEG

GAME FEATURES
- NO. OF PLAYERS: One
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: None
- OPTIONS: None

GAME INFO
- GAME ORIGIN: Three wild and wacky blasters from the catacombs of yesteryear
- GAME DIFFICULTY: Rather tough, actually
- SCORE TO BEAT: 672,400
- ALTERNATIVES: Moon Cresta

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Excellent!

X — Heavy Kick

A — Heavy Kick

B — Heavy Kick

Y — Heavy Kick

L/R — L: No Function
R: No Function

S — Start: Starts/pauses
Select: No function

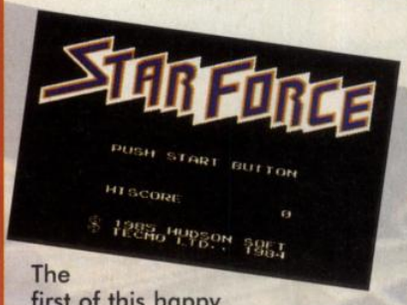
GAME CREDITS
- DEVELOPED BY: Hudson Soft
- DISTRIBUTED BY: Hudson-Japan
- MADE IN: Japan
- ARTWORK: © Hudson Soft

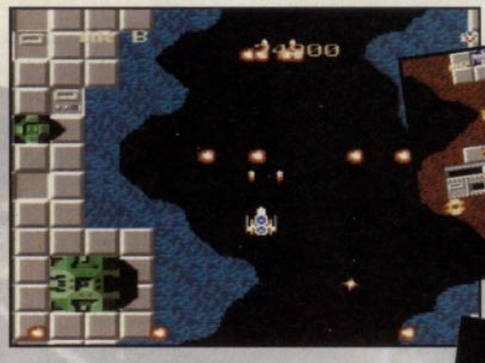
Every year, about this time, Japanese school-children put down their crayons and skip gaily from their classes, office workers abandon their desks and flee their stuffy offices and chief Executives from Hudson Soft rub their hands with glee - it's the time of the Hudson Soft Caravan!

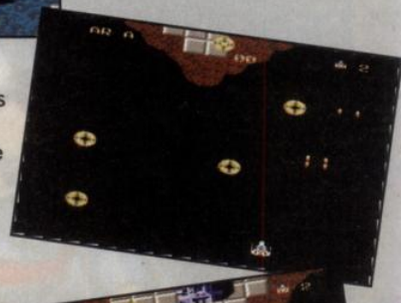
CARAVAN SHO COLL

The Hudson Soft Caravan is the gaming equivalent of the Radio One road show in Japan, whereby the Hudson crew take to the road to show off all their wares - all presented by a colourful array of life-size Hudson characters. Always a hit at the Caravan is the section where Hudson roll out some of their past glories. Kids can laugh at how crap games used to be, old farts can mumble about how crap games are today and everybody can marvel at how wonderful Hudson's new stuff looks by comparison. This year Hudson blew the dust off a trio of arcade blasters from the mid-eighties, and, to cut a long story short, they went down so well that Hudson decided to release them all on a single Super NES cart. I give you the Caravan Shooting Collection!

1985 Star Force







The first of this happy triumvirate takes us back to the heady days of 1985. Dark days indeed for video gaming. There wasn't much around in the way of good titles and what there was, was little better than the Space Invader games of the late seventies. Star Force, then, shone like the star of the title. It was an up-screen blaster with a frenetic pace, plenty to shoot at (and be shot by) and, heck, more than four colours. It was also one of the first blasters to include pick-ups and, to a small extent, power-ups too. A revolutionary achievement for those days, believe me.

BACK TO THE OLD SCHOOL

There are a few things you should remember about old shoot 'em ups like Star Force.

1. Alien attacks came in easily learned waves. Sometimes, you didn't even have to bother moving to shoot the lot of them. Old video games had no artificial intelligence.
2. They used to do rotten things like send missiles from unexpected locations.
3. You would undoubtedly die and have to start right again with no power-ups.
4. They turned your brain to jelly and robbed you of your pocket money.

It's pretty fair to say that all of the above apply to Star Soldier.

TWO B OR NOT TO B

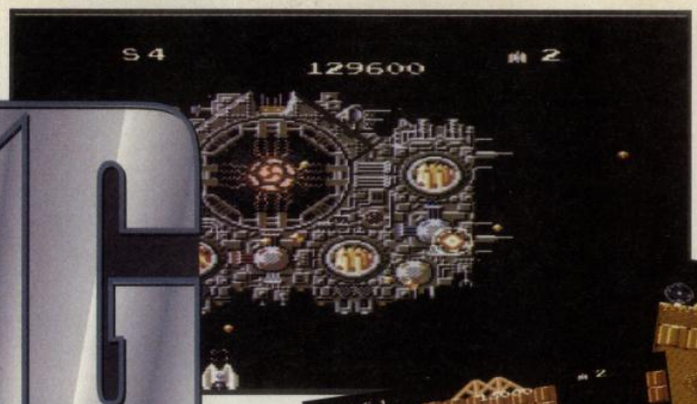
Video games in the dark ages were all about scoring points. Many a Space Invaders aficionado will tell you about the famed "shooting the spaceship with your 23rd shot" trick, and those who remember Star Force will tell you that the key to a high score is collecting the various "B" icons. These come in two flavours, big 'B's being worth more than little 'b's. Other collectibles in the game include letter 'H's that don't seem to have any discernible effect and some blocks marked with double arrows which may reveal extra lives. Star Force also boasts power-ups in the form of add-on bits for your ship. Unfortunately they don't seem to make a blind bit of difference. But it's the thought that counts.

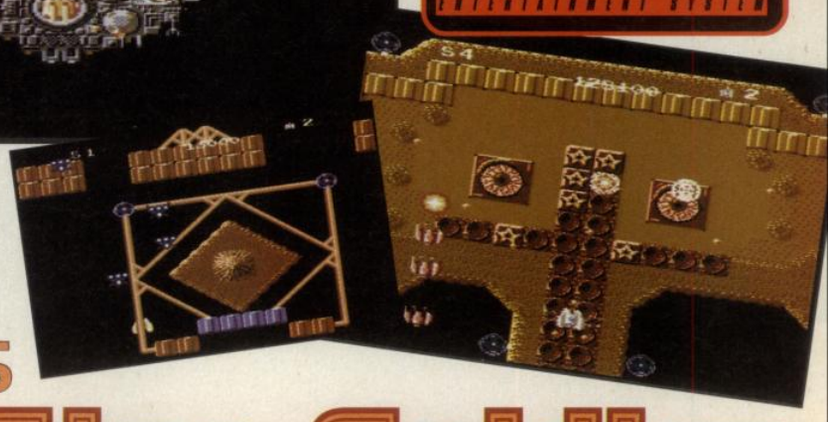
COMMENT

Star Force holds its head up surprisingly well in the playability stakes. It's fairly fast, manages to cram plenty of sprites on screen and becomes almost unfeasibly hard after level three. As you might expect, the graphics are a bit poo. The same also holds true for the risible sonics. The game is not without it's frustrations either - only being able to take one hit before dying rates particularly highly on that list. Overlooking its shortcoming, though, this antique still possesses enough challenge to satiate the modern shoot 'em up fan. Which doesn't really say all that much about modern shoot 'em ups, does it?

OTING LECTION

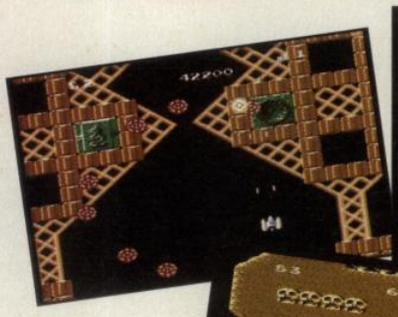
REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM





1986 Star Soldier

A year later and, well, not alot has changed really. No dazzling new technology has swept through the games market, revolutionising the way video games look or sound. So Star Soldier is no great quantum leap over it's predecessor - it's till a bleepy, vertically-scrolling blast. However, Star Soldier did manage to get its head around the concept of power-ups. Rather impressively, eighties gamers were able to collect smart bombs plus rear-firing and multi-directional weapons. Alas, rather unimpressively the concept of making these power-ups look 'powerful' was alien to the programmers of the day - multi-directional peashooters anyone? As for such trifles as restart points or keeping at least some of your power-ups after losing a life - forget it!



LOSE YOUR MIND

Bosses, in days of old, were not mighty adversaries against which to pit your shooting skills. Rather they were markers to differentiate one level from the next. Hence the pitiful blocks bearing a letter of the alphabet the passed as end of level guardians in Star Force and the lamentable Star Brain boss in this game that spits single missiles and indestructible blobs at you. It's ridiculously easy to avoid its attacks. However all smugness should be left there, for this boss has one particularly fiendish trick up its graphically-unimpressive sleeve - it doesn't hang around and if you haven't dispatched it within a certain time limit it escapes, condemning the gamer to revisit the whole of the same level again. Like, bah!

VERTICALLY CHALLENGED

NMS readers who have been paying attention to our brilliant Virtual Boy features over the past few months may have noticed a few similarities between Star Soldier and a certain VB game called Vertical Force. Indeed the former is the inspiration for the latter and in Star Soldier there is a good deal of ducking and diving between levels to avoid enemy attack. With Vertical Force the gamer is able to choose when to dive which, sadly, is not the case in Star Soldier. Many's the unhappy occasion where the ship vanishes beneath a platform having given the player no indication that such a dive is in the offing at all. The trick, then, is to learn which bits of the level are, er, fly underable and commit it to memory.

COMMENT

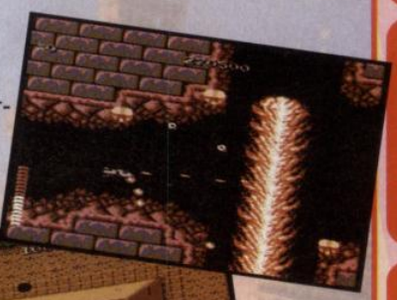
Like Capcom and Konami, Hudson Soft are responsible for a vast library of classic coin-ops. The kind older games players are desperate to get hold of in the form of coin-op PCBs. So owning a collection of three Hudson shooters on one relatively cheap cart is an offer too good to miss – for the more enthusiastic out there at least. Plus Star Soldier is almost the same game Hudson are releasing on Virtual Boy, under the guise of Vertical Force. If you have forgotten or are yet to discover the great game play experience of an early eighties shoot 'em up, Star Soldier is a great place to start. It's totally spaced out and 'gamey,' with abstract aliens and meandering muzak all the way. Brilliant.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

1987 Hector '87

Two years on from Star Force and what's changed? In short, not alot. Although video games programmers seem to have got their collective heads around the idea of the side-scrolling shooter. Not only that but some bright spark has had the brilliant of combing both vertical and horizontally-scrolling sections into one game. And here it is, the oddly named Hector '87 the last of the blasters on this tri-mendous cart.



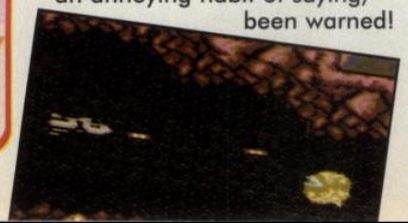
BOMB BALLERINA

Something else that games developers seemed to have discovered by the time Hector was programmed was the concept of having more than one weapon. In fact, other much earlier games had utilised just such ideas - Scramble springs to mind. In Hector this amounts to, gasperama, having bombs as well as missiles. Not to be scoffed at in this game, though, as attacks come from the skies and the ground in both vertically and horizontally-scrolling sections.

True skill is in judging when to hit the bomb button, as the bombs themselves are not self targeting and fall for a short distance in front of the player's ship before exploding. Alternatively you could just get a turbo-firing joypad and have the bomb button pressed down all the time for ground-strafing laffs. It's cheating, I know, but fun.

FEED ME

Unlike its two predecessors that allow only one mistake before certain death, Hector '87 has yet another innovation - the energy bar. And a pretty timely invention it is too, given the amount of alien ordnance chucked your way during the game. It's a fairly standard affair, about ten units long with some enemy hits taking off more units than others. However, gamers are able to regain portions of their lost constitution by locating and bombing the various health-up dispensers located throughout the game. This is a harder task than at first appears. You see they tend to look like the rest of the alien hordes but, instead of firing missiles at you, they fire health-ups - one for each bomb successfully targeted. The other feature to bear in mind with these devices is that they tend to precede a particularly hazardous section of the level. You have, as we have an annoying habit of saying, been warned!



COMMENT

Hector is the most accomplished blaster of the trio, but it's hard to see three years of progress in it - it still looks as duff as Star Force. However, it's not graphics we're here to judge, it's gameplay and Hector has buckets of it, all in incredibly tough portions. It has more in the way of variety too. Well, it alternates between vertical and horizontally-scrolling levels, if that counts as variety. Like it's two other cohorts, Hector gets incredibly hard after level two, and the first two levels are no picnic either. All told a fine shooter, despite looking and sounding as cack as it does.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	■
CHALLENGE			■	■
REFLEXES			■	■
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	■
DAY			■	■
WEEK			■	
MONTH				
YEAR				

GRAPHICS

78

▲ You've got to look at the graphics in a historical context really and, as far as games from the mid-eighties go, these aren't really all that bad.

SOUND

56

▲ The same is true of the sound...

▼ ...which is bleepy and parpy whatever way you look at it.

PLAYABILITY

85

▲ This is where this collection has stood the test of time best. All the games on this cart are extremely playable despite beng a bit simplistic by today's standards. Hard too.

LASTABILITY

80

▲ There are three, whole games here and they're all as hard as a hard thing in a very solid place.

▼ The lack of variety between levels might put some off.

OVERALL

82

Probably one for the nostalgia freaks and gaming historians, although the games are fun and tough. Anyone calling themselves a shoot 'em up expert should give these a good, long look.

SUPER BOMBERMAN
17.99

THEME PARK
36.99

ILLUSION OF TIME
36.99

MORTAL KOMBAT 2
29.99

SECRET OF MANA
33.99

SUPER INT'L CRICKET
33.99

MYSTICAL NINJA
19.99

PGA TOUR GOLF
19.99

BATMAN RETURNS
19.99

L/ENFORCERS
49.99

SUPER NES GAMES

• = NEW GAME

AKIRA ... 39.99
ALIEN VS PREDATOR ... 33.99
ANIMANIACS ... 22.99
BARKLEY SHUT UP AND JAM! ... 29.99
BATMAN RETURNS ... 19.99
BEAVIS AND BUTTHEAD ... 37.99
BIKER MICE FROM MARS ... 26.99
BRUTAL ... 39.99
BUBSY 2 ... 29.99
CANNON FODDER ... 27.99
CARRIER ACES ... 39.99
CHAOS ENGINE ... 14.99
CHOPLIFTER 3 ... 21.99
CLAYFIGHTER 2 - JUDGEMENT CLAY 44.99
CYBERNATOR ... 19.99
DONKEY KONG COUNTRY ... 49.99
EARTHWORM JIM ... 44.99
FIFA SOCCER ... 34.99
FIFA 96 • ... 40.99
FLINTSTONES (THE MOVIE) ... 35.99
FULL THROTTLE RACING ... 39.99
GHOUL PATROL (ZOMBIES 2) ... 44.99
HEBEREKE'S POPOON ... 36.99
HURRICANES ... 24.99
ILLUSION OF TIME ... 36.99
INDY JONES' GREATEST ADVENTURE 44.99
INT'L SUPERSTAR SOCCER ... 39.99
JELLY BOY ... 36.99
JOHN MADDEN '93 ... 9.99
JUDGE DREDD ... 46.99
JUNGLE BOOK ... 37.99
JUNGLE STRIKE ... 36.99
JURASSIC PARK 2 ... 42.99
KID KLOWN'S CRAZY CHASE ... 35.99
KILLER INSTINCT • ... 49.99
LEGEND OF THE MYSTICAL NINJA ... 19.99
LEMMINGS 2 ... 37.99
LETHAL ENFORCERS (WITH GUN) ... 49.99
LION KING ... 44.99
LORD OF THE RINGS ... 37.99
LOST VIKINGS ... 19.99
MAN UNITED CHAMP SOCCER ... 36.99
MARIO ALL STARS ... 24.99
MEGA MAN X ... 33.99
MICKEYMANIA ... 36.99
MICRO MACHINES ... 38.99
MR TUFF ... 40.99
MORTAL KOMBAT ... 24.99
MORTAL KOMBAT 2 ... 29.99
NBA JAM - TOURNAMENT EDITION ... 51.99
NBA LIVE '95 (BASKETBALL) ... 44.99
NBA 96 • ... 40.99
NFL QUARTERBACK CLUB ... 49.99
NHL PA '93 ICE HOCKEY ... 22.99
NHL 96 • ... 40.99
PGA TOUR GOLF ... 19.99
PGA 96 • ... 40.99
PINBALL FANTASIES ... 32.99
POP 'N' TWINBEE ... 23.99
POWERDRIVE ... 37.99
PRIMAL RAGE • ... 44.99
SECRET OF MANA ... 33.99
SIDE POCKET ... 35.99
SPARKSTER ... 24.99
STAR TREK - STARFLEET ACADEMY 37.99
STREET RACER ... 32.99
STREETFIGHTER TURBO ... 25.99
STUNT RACE FX ... 39.99
SUNSET RIDERS ... 19.99
SUPER BOMBERMAN (4 PLAYER) ... 17.99
SUPER BOMBERMAN 2 ... 29.99
SUPER INTERNATIONAL CRICKET ... 33.99
SUPER MARIO KART ... 33.99
SUPER METROID ... 41.99
SUPER PUNCH OUT ... 39.99
SUPER RETURN OF THE JEDI ... 48.99
TEENAGE MUTANT HERO TURTLES - TOURNAMENT FIGHTERS ... 26.99

TELSTAR 100% ADVENTURE SUPER PUTTY AND SUPER MARIO WORLD **39.99**

T2 - THE ARCADE GAME ... 19.99
THE BRAINIES ... 37.99
THE DEATH AND RETURN OF SUPERMAN ... 39.99
THE MASK ... 37.99
THE SIMPSONS - ITCHY AND SCRATCHY ... 38.99
THE SMURFS ... 33.99
THEME PARK ... 36.99
THUNDER IN PARADISE ... 41.99
TINY TOON ADVENTURES - BUSTER BUSTS LOOSE ... 26.99
- WILD 'N' WACKY SPORTS ... 39.49
TRUE LIES ... 43.99
UNIRALLY ... 39.99
VORTEX ... 29.99
WARIO'S WOODS ... 26.99
WARLOCK ... 44.99
WORLD LEAGUE BASKETBALL ... 9.99
WORLD MASTERS GOLF • ... 39.99
X KALIBRE ... 29.99
YOGI BEAR - CARTOON CAPERS ... 29.99
ZELDA 3 - LINK TO THE PAST ... 26.99
ZOMBIES ... 19.99

UNIQUE NOKIA 14" NICAM DIGITAL STEREO COLOUR TELEVISION

THIS GERMAN MADE TV COMES WITH
- REMOTE CONTROL
- SQUARE TINTED TUBE
- HEADPHONE SOCKET
- SCART INPUT

NOKIA 14" SCART TV ... 159.99
NOKIA 14" + NICAM + TELETEXT 214.99
INCLUDES NICAM DIGITAL STEREO, ADJUSTABLE SOUND DEFLECTORS TO ENHANCE STEREO IMAGE & TELETEXT SCART LEAD AVAILABLE SEPARATELY

SEGA SATURN WITH VIRTUA FIGHTER AND ONE JOYPAD 349.99

SATURN BRINGS THE ARCADE EXPERIENCE TO THE HOME
3 X 32 BIT RISC PROCESSORS, 900 TIMES MORE POWERFUL THAN CURRENT 16 BIT CONSOLES
16.77 MILLION COLOURS, DOUBLE SPEED CD ROM DRIVE, PLAYS MUSIC, PHOTO, CD+G CD'S, INCLUDES SCART LEAD

SATURN SOFTWARE

CLOCKWORK KNIGHT ... 31.99
DAYTONA USA ... 41.99
PANZA DRAGOON ... 41.99
PEBBLE BEACH GOLF ... 34.99
VICTORY GOAL ... 34.99
VIRTUA FIGHTER ... 41.99

SEGA RF UNIT REQUIRED FOR SATURN TO CONNECT TO TV VIA RF AERIAL SOCKET ... 24.99

HEAVY discounts
HUGE range
10am to 8pm Daily
01279 600204
Fax 01279 726842
(we'll fax back to confirm)
Win a Sony PlayStation
Free competition to members
See the Club Magazine

Membership Card Sales: 01279 600204

Special Reserve
The Discount Club

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR (12 ISSUES)	£7.00	£9.00	£11.00
SIX MONTHS (6 ISSUES)	£4.00	£6.00	£7.00

Each issue includes £15 of new XS Savers. Members are under no obligation. All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

KIWI

(BLOCK CAPITALS please)
Name & Address

Postcode
If Mac or PC please state DISK or CD ROM
Phone No Machine
NINTENDO MB

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)
item
item
item
Please use this box to add any **optional** fast delivery charge
1st Class Post 50p per posted item or **£10 hardware**

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Access/Mastercard/Switch/Visa £

CREDIT CARD SWITCH
EXPIRY DATE SIGNATURE (ISSUE NO)

Mail Order address. Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847, HARLOW, CM21 9PH
or FAX a credit card order on 01279 726842 - and we'll FAX back.

Inevitably some games listed may not yet be available. Please phone to check availability. Prices may change without prior notification. Time of going to press 26.07.95 E .& O.E. SAVE = Saving off full retail price. Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts.

SUPER NES DEALS

SUPER NES WITH STARWING ... 79.99
SUPER NES WITH S/FIGHTER TURBO 79.99
SUPER NES MARIO ALL STARS PACK 79.99
SUPER MARIO 1, 2 AND 3 PLUS LOST LEVELS GAME (ON ONE FOUR-GAME CARTRIDGE)
SUPER NES WITH FIFA SOCCER AND MARIO ALL ALL STARS ... 94.99
SUPER NES WITH D/KONG COUNTRY 111.99
(ALL OF THE ABOVE COME WITH ONE NINTENDO JOYPAD)
NINTENDO SUPER GAMEBOY ADAPTOR 44.99

ASCIIPAD SN | TECNOPLUS | NINTENDO PAD | QJ SN PROGRAM | MULTI PLAY ADAPTOR

QUICKJOY SN PROPAD
SLOW MOTION AND AUTOFIRE ... 12.99

TECNOPLUS CONTROL PAD ... 10.99

NINTENDO CONTROL PAD ... 16.99

QUICKJOY SN PROGRAM PAD
WITH AUTOFIRE AND SLOW MOTION
HOLDS MOVES IN MEMORY ... 19.99

DUST COVER ... 3.99

PHASE 9 MULTIPLAYER ADAPTOR
FOR SUPER BOMBERMAN AND OTHER 4 PLAYER GAMES ... 14.99

2ND LIGHT GUN PLUGS INTO 1ST GUN FOR 2 PLAYER ACTION IN LETHAL ENFORCERS ... 17.99

SUPER NES LEADS

HI-FI LEAD SNES TO TWO PHONO 12.99
SCART LEAD SNES TO TV ... 9.99

COLOUR MONITORS

- AMIGA, NES, SNES, MEGADRIVE I & II AND ATARI ST COMPATIBLE
- FULLY REFURBISHED, TESTED AND BOXED
- SCART RGB AND COMPOSITE PHONO INPUTS
- INTEGRAL SPEAKER
- FOLD AWAY STAND

ONLY £99 INC VAT

NLQ PRINTERS

ONLY £55 INC VAT

- FOR AMIGA, ATARI ST, FALCON & IBM
- FULLY REFURBISHED, TESTED AND BOXED
- EPSON & IBM COMPATIBLE
- 80 COLUMN 9 PIN DOT MATRIX 120CPS SPEED
- NEAR LETTER QUALITY PRINTING
- TRACTOR & FRICTION PAPER FEED
- PARALLEL CENTRONICS INTERFACE

Postage & Packing : Single item £15, both items £19.50 CHEQUES OR POSTAL ORDERS ONLY - MADE OUT TO "MICRO-T"

TELEPHONE : 01938 556575 / 556623 FAX : 01938 555501

MICROTRADE THE REDWOOD BUILDING LEIGHTON RD BUTTINGTON WELSHPOOL POWYS SY21 8HE

REVIEW
GAME BOY

CART SPEC
- BY: HUDSONSOFT
- PRICE: £24.99
- RELEASE: OCTOBER
- GAME TYPE: MAZE
- CART SIZE: 4 MEG

GAME FEATURES
- NO. OF PLAYERS: 1-4
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Game mode

GAME INFO
- GAME ORIGIN: Second Game Boy outing for the popular TNT tosser.
- GAME DIFFICULTY: Average
- SCORE TO BEAT: 2-3
- ALTERNATIVES: Dynablaster, Bomberman 1 - Wario Blast whatever it was called

SUPER GAME BOY
- ADDITIONAL FEATURES: A choice of luscious surrounds and a brilliant four-player mode. Who could ask for anything more?

GAME CONTROL
- CONTROLLER: GB/Joypad
- RESPONSE: Good

A — Drop bomb

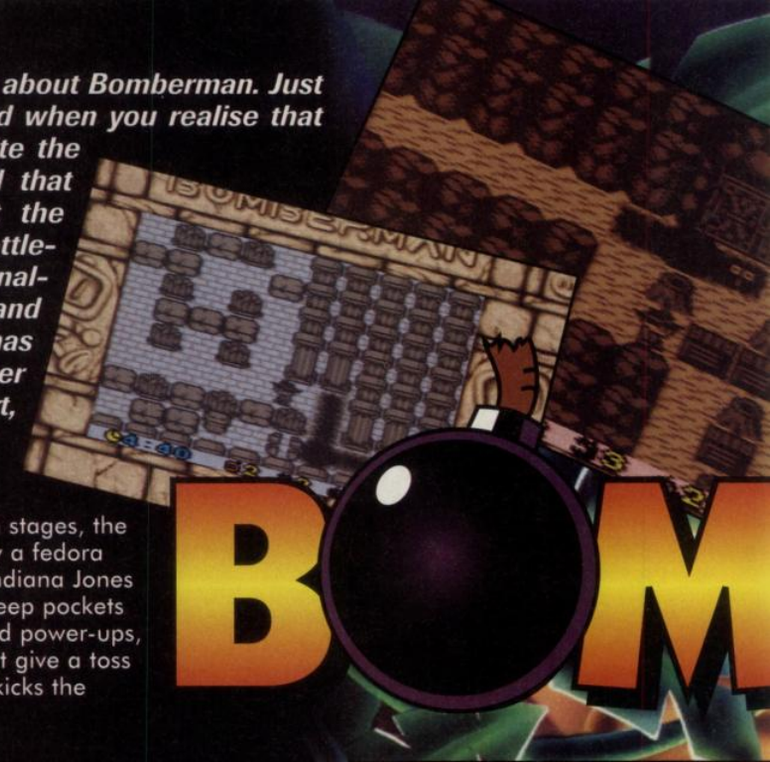
B — Nothing

S — Start: Pause

S — Select: Nothing

GAME CREDITS
- DEVELOPED BY: HUDSON SOFT
- DISTRIBUTED BY: HUDSON SOFT
- MADE IN: JAPAN
- ARTWORK: © HUDSON SOFT

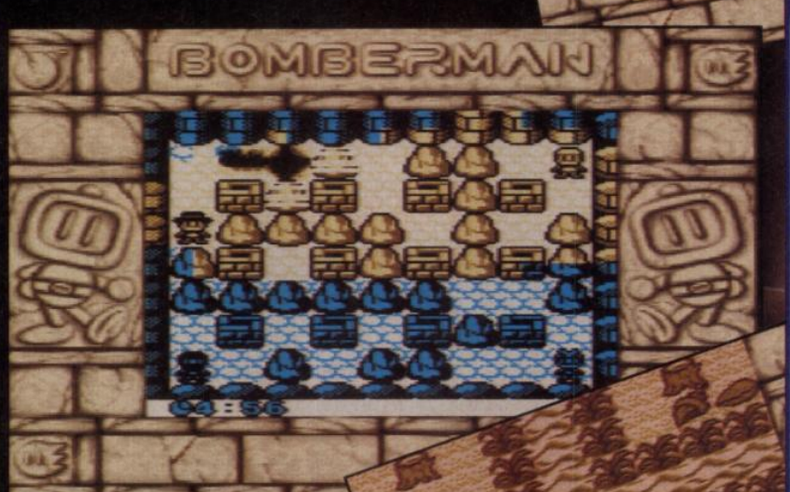
Forget whatever you remember about Bomberman. Just as there comes a point as a kid when you realise that striped bomber jacket isn't quite the fashion item you thought, and that perhaps Smurf T-shirts aren't the greatest thing to wear with bottle-green cords, Bomberman has finally ditched the crash helmet and matching leathers outfit that has seen him through three Super NES games, a Megadrive cart, and a Game Boy excursion.



Instead, as his latest adventure takes him adventuring in a series of Egyptian stages, the helmet ensemble has been replaced by a fedora and leather jacket straight out of the Indiana Jones films. But fear not, for the jacket has deep pockets capable of holding a host of bombs and power-ups, and the baddies he's out to kill couldn't give a toss what he's wearing. Just as long as he kicks the bucket...

HEALTHY OPTIONS

Bomberman II offers a variety of game options to wean you into its many levels. The first is a standard adventure where our hero is searching for artifacts, whilst avoiding the many ghosts and monsters which patrol the corridors. The basic aim is the same as that of Bomberman II on the Super NES, with the screen scrolling to keep BM central as he heads towards the huge door which marks the level exit. Before the door can be opened, though, the screen must be emptied ofall baddies. This game is split into two varieties (the imaginatively-titled A and B), with A played across shorter stages and within a very strict time-limit, whilst B offers huge stages with a more generous five-minutes on the clock. If neither of these take your fancy, though, there's an option to have a crack at some of the later stages to see what's in store, use a password to retrieve a previous adventure, or engage in the famous Bomberman multi-player battle.



FOUR-PLAY

Super Game Boy owners are in for a real treat if they buy BMII - as, with the addition of a multi-tap, an all-new four-player battle game is on offer. Yep, if you have three other mates, the Indiana Jones wannabe enters battle with a host of familiar Bomberpals in a duel to the death. Sadly, this isn't applicable on the Game Boy on its own, as the game is just a dull runaround with only one-player moving!

COMMENT

STEVE

This is the first time I've ever felt let down by a Bomberman game. I think the problem lies in that Hudsonsoft have tried to be too ambitious. Yes, the basic scrolling adventure is fine, but the strict time-limits allow for absolutely no margin for error, and if you take a wrong turning you'll find yourself running out of time. Yes, this may indeed be added for more lasting appeal, but frankly it just proves downright annoying. As such, you spend so much time trying to find the quickest route, the subtleties of the extra weapons and power-ups are lost in the rush. Similarly, the game runs a little slow and the action never really gets past a plodding walk through with a few lively explosions. Ah well, if you are more tolerant than me perhaps you'll put up with the constant trial and error, and revel in the multi-player game the Super Game Boy version offers. Unless you bought BM or BMII on the Super NES, that is...

REVIEW

GAME BOY

Exclusive®

BERMAN 2

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK				
MONTH				
YEAR				

GRAPHICS — 78

▲ An all-new Bomberman sprite, large levels with plentiful bad guys. Cool.

▼ Some of the enemy sprites (the bats particularly) a little wimpy.

SOUND — 34

▼ Very weak. A few farty effects and drab tunes. Oh dear.

PLAYABILITY — 72

▲ A huge challenge.

▼ Not as fast or immediate as the Super NES games. Too slow for any pulse-racing action.

LASTABILITY — 68

▲ The four-player mode is as fun as ever...

▼ But the slow gameplay inspires repetition rather than progress.

OVERALL — 71

Tries to do to much, and thus never gets up to full steam. The speed of the Super NES game is sorely missing, and basic gameplay flaws detract from what is essentially a very sound idea. For die-hard Bomber fans only, I'm afraid.

COMMENT

ANDY

I generally love Bomberman but I was left more than a little disappointed with what I found in Bomberman 2. Basically it just tries too hard for its own good - like adding a time limit, presumably to increase the challenge. It just doesn't work and makes the whole process very frustating - especially when the scrolling nature of the levels necessitates time-wasting exploration, often for no good cause whatsoever. The four-player mode is ace still ace, though. But could have been alot better all round, I reckon.

NHS SMALL TIPS

We have a superb Small Tips section for you this month, and it's all thanks to some of our more skillful readers. It seems the excitement of the upcoming Virtual Boy and NU 64 hardware has raised the nation's hand-eye co-ordination to an inhuman degree. What we're seeing here is the work of some extremely hungry games players, and we've got to tell you that NMS is every bit as anxious to test the new stuff as you are!

Of course we're still dealing with the best kept secrets of Super NES, Game Boy, and NES titles. So if you claim to know anything more than the rest of the country about the games you own, why not share the wealth! In return you could receive the rich reward of two stunning Konami games of your choice – the company responsible for International Super Star Soccer and the immense Castlevania series!

Send all entries to: FREE INTERNATIONAL SUPER STAR SOCCER OFFER, Small Tips, NMS, 30-32 Farringdon Lane, London EC1R 3AU

INFINATE LIVES
PUTTY SQUAD
SUPER NES ★ ★ ☆ ☆ ☆

Not only does this cheat grant Super Putty infinite lives, it also skips past levels. So says Gary Riches of Ware in Hertfordshire. To access it pause the game and press R, A, L, L, Y. Skip a stage by pressing SELECT when the game is paused.

LIFE SAVING TACTICS
SECRET OF MANA
SUPER NES ★ ★ ★ ☆ ☆

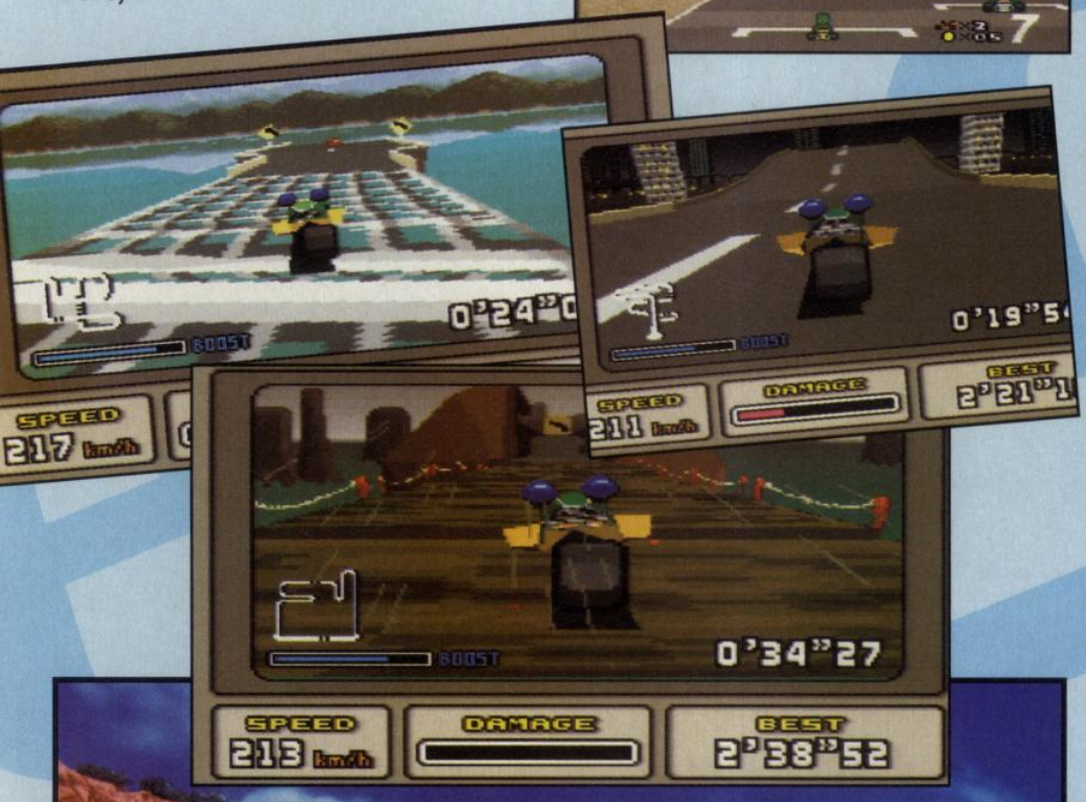
Two extremely useful pointers for Secret of Mana come from Brian Dixon in Wakefield. To save time and money restoring your team's health, use the Sprite's Magic. Just be sure to replenish its power by using Luna's Absorb. The Final Boss is a nightmare with both your allies dead. Keep the scum at bay with the Midge Mallet , just as it prepares to strike with its deadly swooping attack. Perfect timing allows the whole party to escape virtually unharmed!

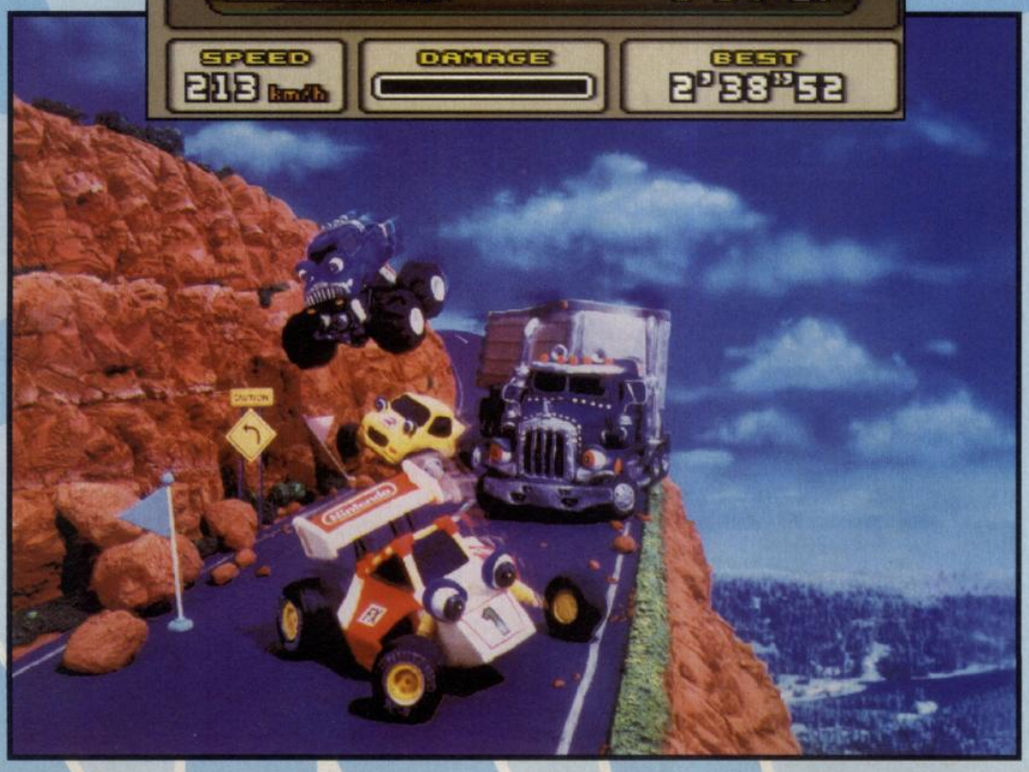
LIFE SKILLS

SHADOWRUN

SUPER NES ★ ★ ★ ☆ ☆

Freek Bersch from the Nethrlands has this 'sort of' cheat for the moody RPG, Shadowrun. Acquire the Negotiation skill from the Arena owner behind the Car Yards, costing 1000 Nuyen. Upgrade this commoditity to Skill 6 and a number of other luxuries ocme much cheaper. For example buying yourself out of the Car Yards costs only 2000 Nuyen, where it would usually set you back 4000. Only 300 Nuyen hires a Hamfist from the Grim Reaper bar. Believe it or not, you can also 'negotiate' some money just by opening the lid of a coffin! Of course this is just dead money.





CLASSIC CHEATS

SUPER MARIO KART

SUPER NES ★ ★ ★ ☆ ☆

Occasionally we forget that not everybody has owned a Super NES since day one. So classic cheats like this, for Super Mario Kart, get forgotten. Well Peter Williams, among a hundred others, reminds us all of how to shrink your character before a series of Cup Races. At the character select screen press Y, X, and A simultaneously. During the race your chosen character returns to normal size only if they happen to run across a mushroom. Getting flattened doesn't work.

MORE STRANGENESS!

STUNT RACE FX

SUPER NES ★ ★ ★ ☆ ☆

It's Declan McCarthy's turn to spill the oil on SR FX this month, with two cheats which enable extremely some bizarre happenings!

2WD in White Land: The first occurs in White Land. Select 2WD, then access the course through Free Trax. Soon after starting the Time Trial, keep over to the right hand side then, while passing under the fly over, press X, R and Right. This powers 2WD up through the fly over, onto a bed of ice. By immediately hitting the brakes, accelerating once more leaves 2WD free to roam wherever it likes.

2WD in Night Owl: Also in Free Trax, take 2WD around the Night Owl circuit until the Nintendo sign comes into view. Stop, then edge your machine over to the right of the road. With the small ramp in front of 2WD, the one beside the red cones, hit buttons Y and B for max power. After taking off from the rise, press X then R and Right on the D-Pad. With a bit of strange luck 2WD should land on a black open space. Now hit the brakes! From here Declan claims it is possible to drive over and onto the stands containing all the spectators.

WEAK POINTS

SUPER PUNCH OUT

SUPER NES ★ ★ ★ ☆ ☆

We hear from Paul Jerome a lot, and he's been promising us these cheats for quiet some time now. At last the boy done good! What he's done is provide an easy reference guide to where the Champ's Super Punches are most effective.

Gabby Jay: Head
Bear Hugger: Head – rapid
Piston Hurrican: Stomach
Bald Bull: Head

Bob Charlie: Head
Dragon Chan: Head – rapid
Masked Muscle: Stomach
Mr Sandman: Head

Aran Ryan: Wherever...!
Heike Kagero: Head – rapid
Mad Clown: Head – rapid
Super Machoman: Head

Narcis Prince: Head
Hoy Quarlow: Head
Rick Bruiser: Head – dodge right after hitting him
Nick Bruiser: Head - rapid (see hints)

HINTS

The **Narcis Prince** wastes a lot of energy on his super punches to your head. Block these then counter with a Super to the stomach to stun him. The punches to the head extend the damage. Dodge his powerful uppercut.

When fighting **Hoy Quarlow**, be prepared to duck beneath his big hooks. His pattern for using that dreaded staffis as follows: Cane low – block low then high. Cane high – block high then low. Cane low by the waist – block high, low, high, then low. Cane by face – block high, low, high, then low.

Rick Bruiser gives himself away with body language. When he shakes his left hand, block low then high, and dodge right. When he jumps back, leran to time his attack and dodge left at the last moment.

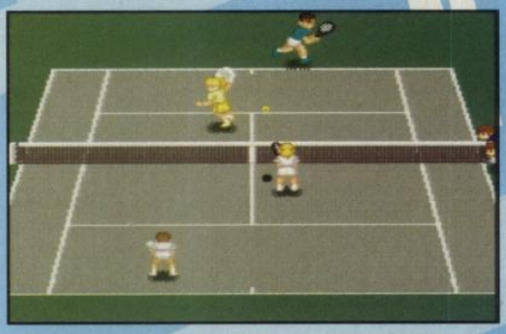
Here's how to beat the ultimate champion, **Nick Bruiser**. Whenever his feet staop moving, this means he's about to punch out. After his first set of punches, return the favour with rapid punches to his head. The same applies to when Nick uses his Super Punch – heralded by Nick stomping his feet, and best blocked by dodging to the left. When you hear a bang block in this sequence: low, high, low, high etc. until Rick finishes with a punch so strong it cuts through any block. When he jumps backwards, side-step the first punch, then duck (pull back from) the punches to the head.

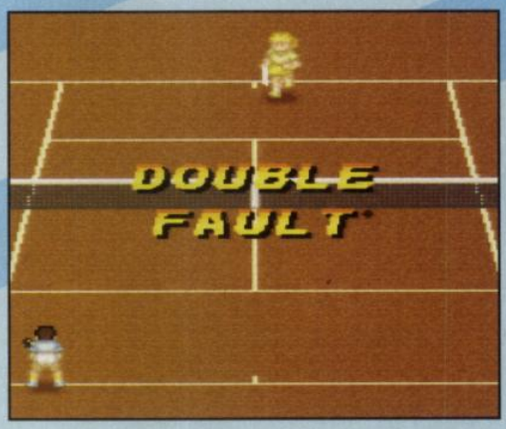
FAULTY FAULTS

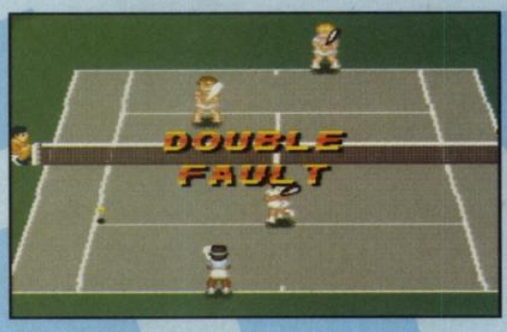
SUPER TENNIS

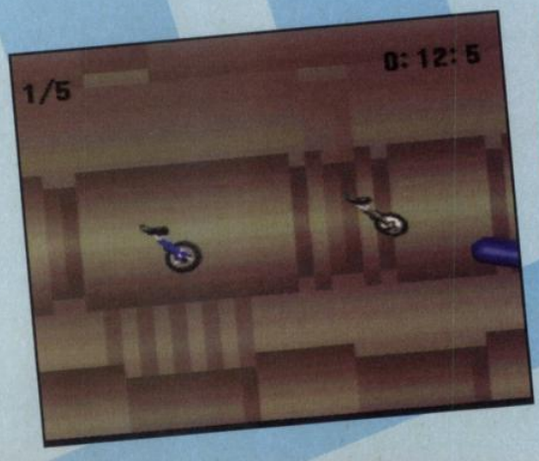
SUPER NES ★ ★ ★ ☆ ☆

When playing a singles match against a friend in Super Tennis, here's a way to get past those double faults. Though we're not quite sure why anybody would agree to doing this, Jonathan Gardner suggests returning the ball. After a few hits, the umpire just lets bygones be bygones.









MEGA MOVES!

UNIRALLY

SUPER NES ★ ★ ☆ ☆ ☆

Andrew Rainnie of Scotland casually spurns our Unirally competition (see issue #34 News), in favour of showing off his cool tactics instead. For a Table Top perform two half Z-Flips. A Head Bounce – always a tricky one – is enabled by performing a Z-Flip, mid flight. Anybody else perfected some of the more elusive special moves? Let's see them!

SECRET MEGA BUSTER
MEGAMAN IV

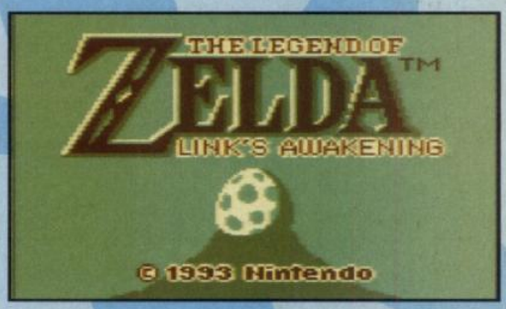
GAME BOY ★ ★ ★ ★ ★

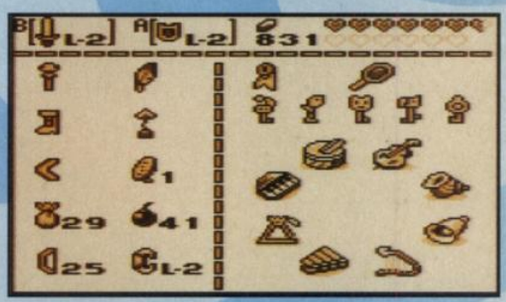
The winner of the two Konami games this month is Paul Jerome. He's one of the few remaining Mega Man die-hards in this country it seems. So, congratulations Paul – on both accounts. For Mega Man IV, Paul suggests dying on the same stage four times to get the Secret Mega Buster. Obviously Capcom weren't planning on people being so clumsy.

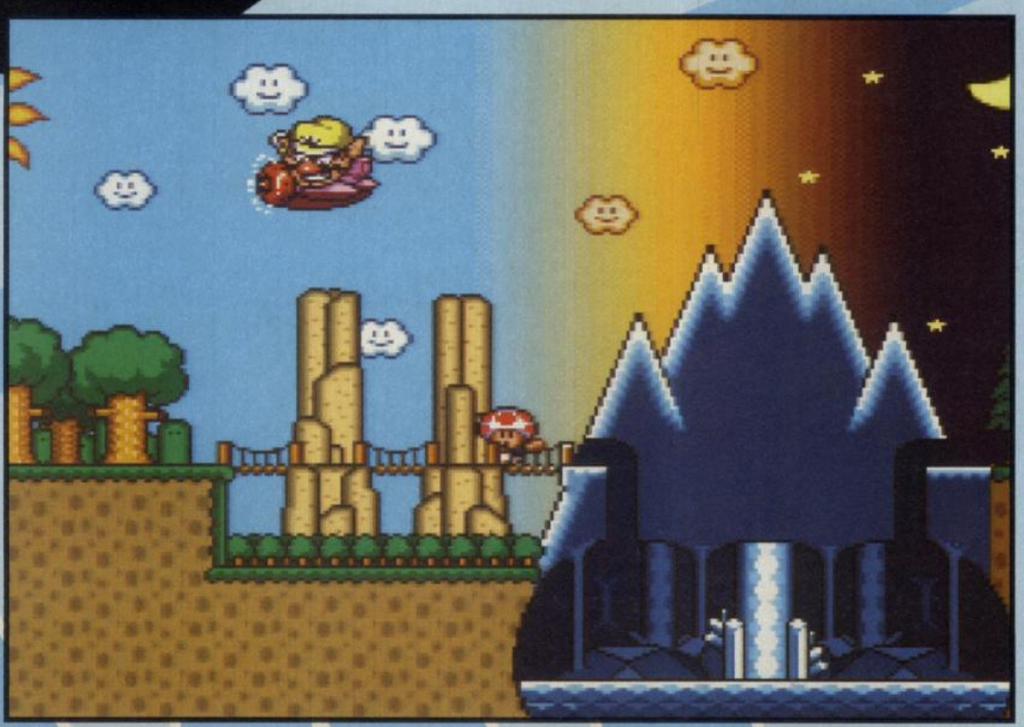
EXTRA DIFFICULTY
WARIO'S WOODS

SUPER NES ★ ★ ★ ★ ★

This is such a great game – if you can find it. Marc Bushby from Doncaster has written in with this cheat to access an extra difficulty setting. He found it by trashing every opponent Wario could throw at him, in versus mode! Highlight VS COM then hold LEFT and press START. If you hear a bomb explode, you know the cheat has worked. Good luck!







WARP
LINK'S AWAKENING

GAME BOY ★ ★ ★ ★ ★

By combining the cheats printed in issues 32 and 34, Meghaun Mears from Rugby has contrived this interesting feat. As you may remember, jumping off the Moldorm's platform while pressing up-left, plus a button equipped with the Roc's Feather, takes Link to a strange room. To perform Meghaun's cheat, Link requires the Pegasus Boots too. From the room, Meghaun says to lead Hyrule's hero eight screens upwards, then over to a block at t he left of the staircase. After going down then coming back up the staircase, Link winds up in the Angler's Cave! Also don't attempt this cheat until Link has the Flippers, otherwise he can't get out!

A PLAYER'S GUIDE

PART ONE – OF TWO

Here's a discovery more exciting than the new Super Atom: Dinosaurs weren't wiped out by some meteorite – they were combod to extinction! And here's proof, in the first half of the NMS Primal Rage Player's Guide.

This month's featured dino-hybrids are Sauron, Talon, Diablo, and Chaos. Concentrate on learning their more complex routines, as they are easily broken down into simpler ones. The most important skill required in any case is timing – where we say to follow a move immediately with something else, that's exactly what we mean! Otherwise nothing works, and it all gets very embarrassing in front of your mates! Okay, let's RAGE!!!

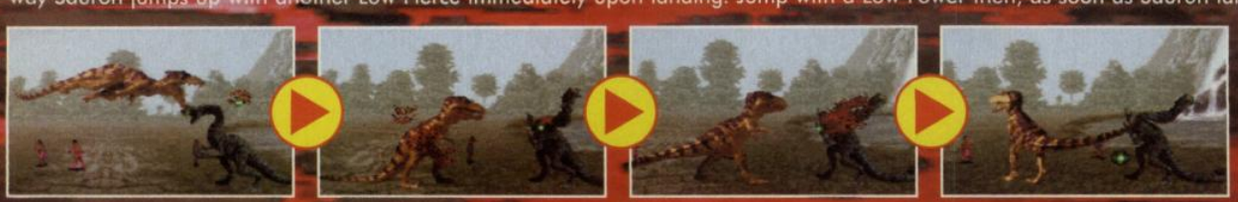
SAURON

A two-and-a-half ton T-Rex whose moves are the easiest to string together in a combo. Problem is his height – he's the tallest in the game, which makes him an easy target. A good thing to remember, whenever Sauron gets up from a knock down, is to use his Primal Scream. This way an opponent chancing a jumping attack is bounced clean away. Sauron's Primal Scream is also good for spoiling a projectile's chances of hitting him – they just pass right through him as though he weren't there!

LEG BREAKER Jump in with a Low Fierce, followed by a Low Power. Close in with a High Quick, a standing High Fierce then finish with a Low Power.

JAW SMASH Jump in with a Low Fierce, quickly followed by a Low Power. Immediately reach out with a Crouching High Fierce then follow it with a Crouching Low Power. As your opponent goes airborne, catch them with a Cranium Crusher.

KNECK-BREAKING Guess what – start the combo with a Jumping Low Fierce! Next use a Low Power Jump, keeping UP-LEFT pressed on the D-Pad. This way Sauron jumps up with another Low Fierce immediately upon landing. Jump with a Low Power then, as soon as Sauron lands, use his Neck Throw!



FULL-ON A Jumping High Power starts this combo. Next do a High Quick up close, followed by a standing High Fierce. A standing Low Power rounds things up very nicely indeed!

Stuck in a Nintendo game? Call the official hints and tips Hotline on 01703 652222

DIABLO

Whatever you do, avoid leading Diablo into close-range confrontation! His Inferno Flash is just about the only good technique he has under these circumstances. Best to distance Diablo's enemies, forcing them into using a projectile/ jump-in manoeuvre so as to Torch them on the way down. NEVER attempt a Fireball at close range – Diablo's recovery time is just too slow.

HOT FOOT Sometimes Diablo is just too considerate. Here he tears into Vertigo with a jumping Low Fierce, a jumping Low Power, a High Fierce up close, and a High Power standing. It's cold underfoot, so he toasts Vertigo with a Hot Foot to finish. Bless him.

SCORCHIN' For this, Diablo must have his opponent cornered. Jump in with a Low Fierce, quickly followed by a Low Power jump. Activate the Inferno Flash for when he lands, then close in for a High Fierce while they're still toasting! Finally a High Power standing leads into a Hot Foot. Ooyah!

HOT CROSS FUN Cross-up with a Low Power jump. Perepare to land with two crouching High Quicks, then finish with a crouching Low Power and a Hot Foot.

REACH OUT This one succeeds by the skin of Diablo's teeth, so distance is important. Jump in with a Low Fierce to land with a Low Power. Catch them with a High Quick, then a standing High Fierce, followed by a crouching Low Power. A Mega Lunge catches them on the way down!!!

BURN Begin by Torching your enemy. While they're cooling take a bite with a High Fierce. Still standing, use a High Power and finish with the Hot Foot.

TALON

Talon doesn't use projectiles, because he basically is one! Always combo from an aerial attack, and use low attacks wherever possible – they cause more damage. Many attacks fly over Talon's head – projectiles included – even when he's standing full height. Far and away Talon's most infuriating move is the Face Ripper. It's unblockable and causes multiple hits, so always try to get in close enough to use it. Best thing about it is you avoid the No Cheese icon too!

VICIOUS A jumping Low Fierce leads, quickly followed by a jumping High Power. Close in for a High Fierce, a standing Low Power, then a Pounce and Flip.

MERCILESS Followers rush to watch as Talon Slashes Sauron, leading on to slide in with a crouching Low Fierce. The last move is broken by a Low Power in close, then a Pounce and Flip seals Sauron's doom!

FRENZIED Begin by closing in for a Low Quick, tagging a High Quick onto the end of the strike. The second half of the combo leads with a standing High Fierce, closely followed by a Pounce and Flip.

INTENSE Land heavy on your opponent with a jumping Low Power, landing with a High Quick close in. Immediately do a High Fierce while standing, then attack low with a Low Fierce, then crouching Low Power. Rise out of this with a Frantic Fury, charging The Slasher move. This knocks your opponent flying!

SAVAGE A High Fierce starts this combo, immediately followed by a Low Quick, then High Quick straight after. Crouch to perform a Low Fierce, then a Low Power. Rise from this with a taste of Frantic Fury!

Stuck in a Nintendo game? Call the official hints and tips Hotline on 01703 652222

CHAOS

It takes guts to adopt Chaos as your god. His Fart of Fury and Power Pukes are superb set-up devices, providing great cover for Chaos to enter one of his rapid-fire combos. The Battering Ram features heavily in Chaos' repertoire, allowing the 17-foot Kong to follow-up with speedy juggling tactics. Another sneaky Chaos technique is to use his Battering Ram way up close so as to charge right through an opponent without hitting them. Once on the other side, use a Grab-n-Throw!

AIR Jump in with a High Power slap, to land with a crouching Low Fierce, then crouching Low Power. Tag the Battering Ram technique onto the last move then catch the victim with a crouching High Fierce.

RIB TICKLER Jump in with a Low Power attack this time, readying a High Fierce for landing. A standing High Power reaches out with a back-fist, creating the right distance for the Battering Ram that follows. Wait for the baby to fall with a crouching High Fierce!

DOWN BEAT Cross-up your challenger with a Low Quick, keeping your fingers over the buttons ready for a crouching Low Quick on landing. Still in a crouching position, do a Low Power into a Battering Ram.

BAD AIR! Chase Fart of Fury with flying High Fierce. Land with a crouching Low Fierce, and crouching Low Power. Ramming leaves them dizzy. Crouch with Low Fierce, Low Power then Ram.

UP THERE Tackle with a crouching Low Power into a Ram. Catch with a crouching High Fierce, then again with a crouching High Power.

NEXT MONTH...

...the mighty Armadon ventilates, Vertigo uncoils, and Blizzard chills to the second part of our play guide. Plus NMS unveils Primal Rage's best-kept secrets including all the finishing moves.

DONKEY KONG LAND

A PLAYER'S GUIDE – PART TWO

100%. There are times in Donkey Kong Land where achieving this perfect score seems impossible. Yet NMS has succeeded in finding every last secret, for the benefit of those who have looked, and can look no more.

Join us as we take to the mountains, where boulders threaten to crush DK's bones, and Zingers patrol the skies. Then onwards through the badlands of Big Ape City, to where players need to call upon all their skill and nerve to succeed. At the end of it all we tell you how to survive another rendezvous with the terrible King K Rool. Towels at the ready – there's plenty of occasions for brow-mopping here!

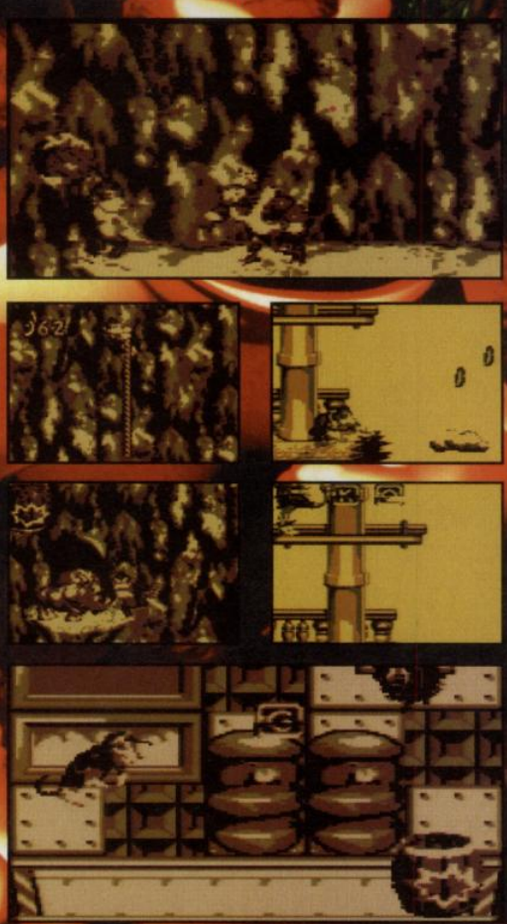
MOUNTAINS

WORLD 1

Skillful use of tires is the key to finding most of the secrets in World One. Near the start of the World, two Zingers guard the DK barrel. Use the tire to bounce up between them. To their right is the letter K, which requires the use of the tire to reach also. Further along, before nudging the tire through the tunnel, use it to get at the letter O. Next carefully position the tire between the two tunnels, as it helps DK find the barrel which takes him to Rambi's bonus stage. The final trick involves taking the tire guarded by a small Necky to where a line of bananas indicates a barrel above. The letter G awaits.

WORLD 2

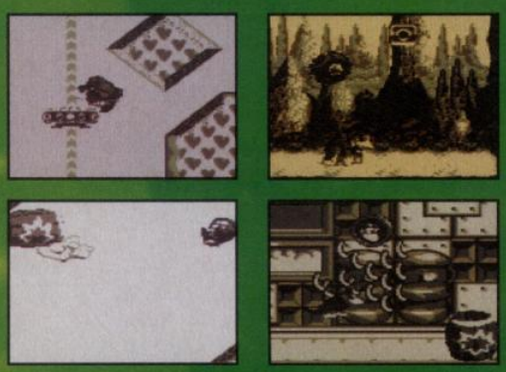
Only two places of interest here. The first requires DK to follow the line of Bananas that arc toward the ground, by leaping onto the spot where a rope is buried (it's to the left of a Cannon Barrel, to give you some idea of where to look.) Meet Expresso in this bonus stage, who provides the means to retrieving the letter O from Gangplank Galleon. Further along, between the rocks, another barrel fires DK into the room where the letter G is stashed.



Stuck in a Nintendo game? Call the official hints and tips Hotline on 01703 652222

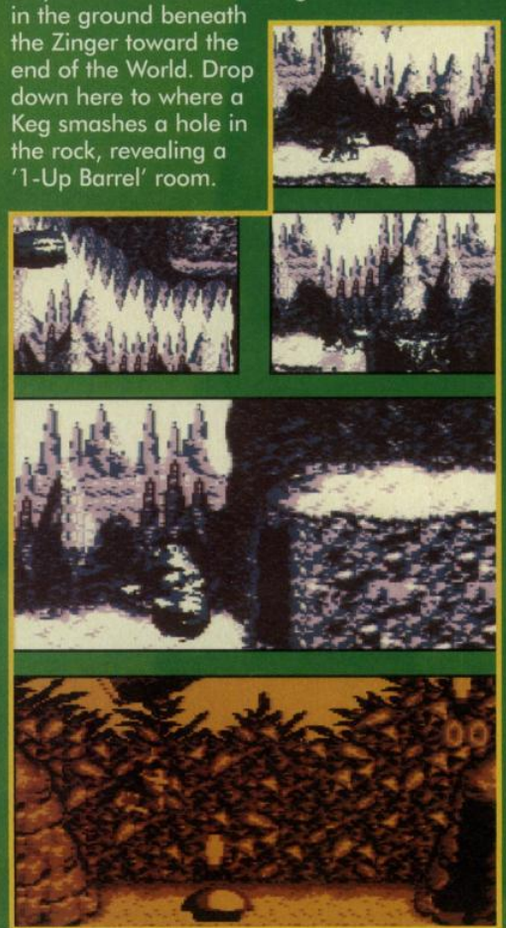
WORLD 3

A real feel-good stage – if your skills are up to it. Again there are only two major difficulties, but they're fun to overcome. Firstly, when DK is travelling on the lift, look to his right as the trail leads upwards between two Zingers. A rolling jump allows DK to take a ride to the room with the letter O. More hairy than that is where DK uses the backs of two Hogwashes to spring him over to another Cannon Barrel. There's tokens and bananas galore if he's successful!



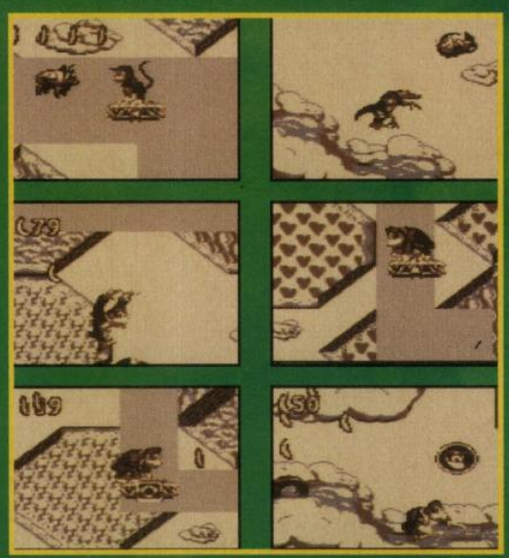
WORLD 4

Before rushing off to the right as usual, take a few steps back to the left. FAST! A barrel rises to the top of the screen only once, and DK needs to be quick to catch it. This lifts him to where the elusive letter K, bunches of bananas, and a couple of tokens are hidden. Where the moving platform takes DK across the spiked wheels, DK dives between them to find a barrel which fires him off to another secret area. The best kept secret of all – probably one of the best in the game – is the hole in the ground beneath the Zinger toward the end of the World. Drop down here to where a Keg smashes a hole in the rock, revealing a '1-Up Barrel' room.



WORLD 5

Master the art of directing these platforms early on. Each time DK takes a jump the direction arrow changes, which means those Hogwashes become more trouble than they're worth! Just an observation. The Kremlings guarding the up-hill platforms are best handled by bouncing along their heads. They're a little too tall for DK to risk taking each one out separately from a standstill. For the letter O, manoeuvre the platform to follow the narrow route above DK's head after the Zinger. There's also a DK Barrel along the same passage. Use a rolling jump to scramble onto the last platform by the letter G. Before leaving, allow DK to fall off the edge to the right of the screen, to gather the few bananas down there. A tire bounces him right back up again.

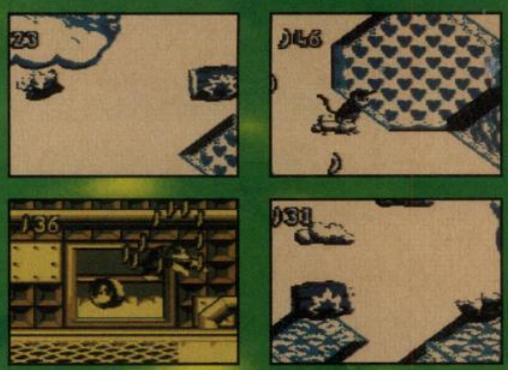


WORLD 6

First off, use the tire to grab the letter K as shown. Next look out for the second formation of bananas that descend to a much lower platform. An accurate jump unearths a secret rope on landing. Take the barrel of TNT with DK as he ascends the tiny ledges. This makes Krusher much less of a problem. A final secret Cannon Barrel, leading to the letter G, is reached courtesy of Hogwash's filthy backside. As in World 5, a stash of bananas lie just beyond the exit vortex. It's not much, but it's something a lot of people seem to miss.

WORLD 7

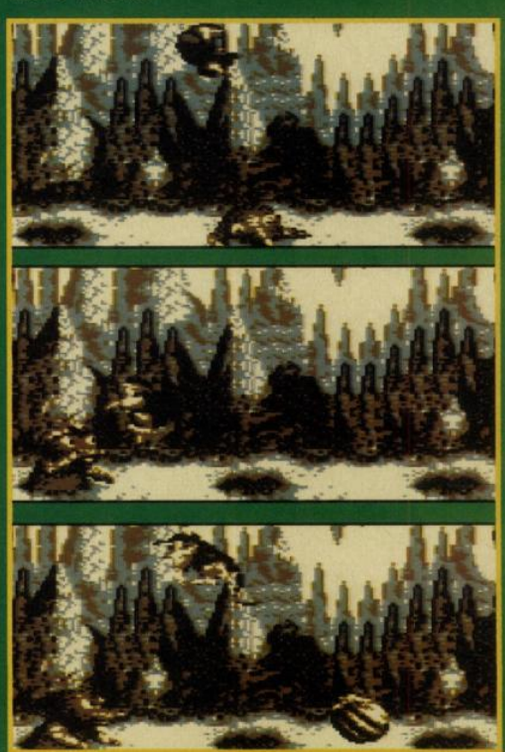
There's really only one secret to look out for in World 7, but it's a goodie! After the halfway stage, between the Beaver section and the letter N, have DK risk falling through the second cloud along. He falls straight into a barrel which fires him off to a bonus room!



BOSS

HARD HAT!

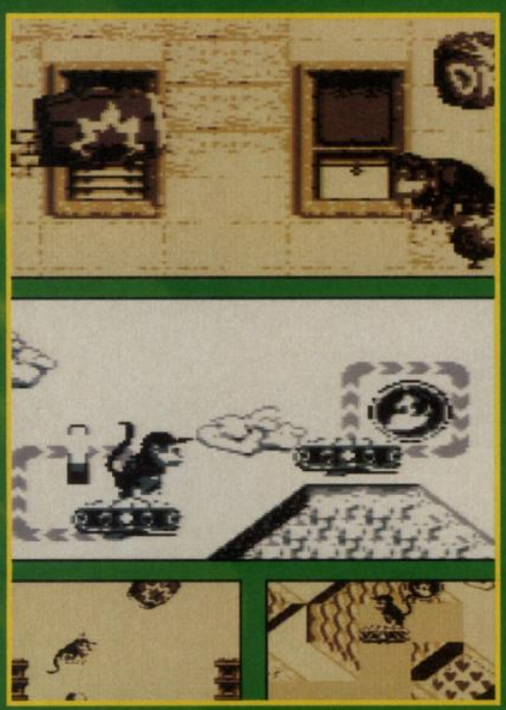
Seems like this little feller's been taking lessons of old K Rool! Hard Hat has dug three holes in the ground, which he uses to surprise his enemy. After appearing from one or the other, he attacks by throwing his head gear. This leaves him vulnerable to DK's stomping tactics. Hard Hat's attack pattern doesn't change; it just gets faster. Try to time DK's jumps to coincide with Hard Hat's throws.



BIG APE CITY

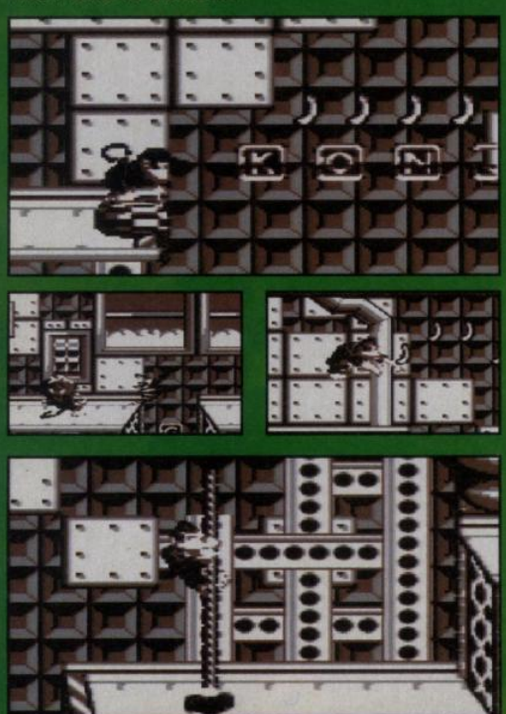
WORLD 1

At the very start of the level a balloon takes DK up to where his buddy is waiting – should he have lost him earlier on. There's also a bonus barrel up here, leading to a stash of tokens in the clouds. Allow DK to travel the balloons as high as they go, because the Cannon which takes DK to the letter N is waiting up there.



WORLD 2

Here the initials K, O, N, and G are used to form bridges. So ensure DK doesn't miss any. The letter guarded by the Zinger is grabbed by using the DK barrel to knock him out. The now familiar trick of following a line of 'nanas to the ground finds the rope, and the letter K. Everything else is in this world is obvious.



WORLD 3

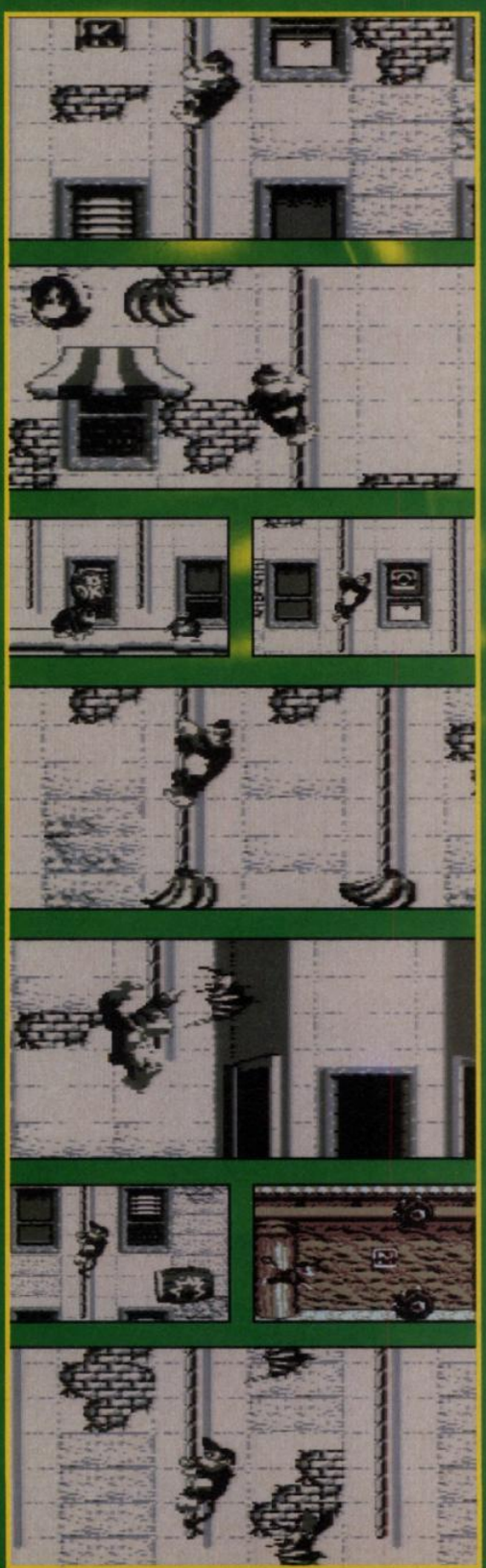
Head left at the start of World Three to where Kremlings guard the letter K. Once they're out of the way, use a rolling-jump to collect it. When Kong has the steel keg, don't forget he can plough through ranks of Krems by throwing it at a wall, then riding it on the rebound. At the bottom of the chain, just before the letter O, there is a barrel. Snatch the life balloon here before it disappears, then use the roll-jump to grab the tokens. Avoid using the second keg on the beavers. Ride it over the Krems and Zinger instead. Roll-jump into the barrel below the letter N for tokens.

WORLD 4

By this stage you ought to recognise the kind of places ropes are hidden. There's another here, at the bottom of the bananas. Roll-jump off the ledge to the left, just after the Cannon Barrel episode, to discover a bonus barrel and the letter G.

WORLD 5

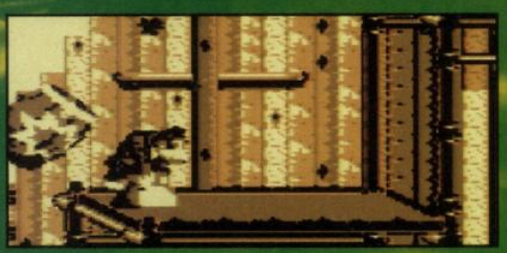
After bouncing over the Krems on the stripy awnings, descend the ropes for the letter K. There are also stashes of 'nanas at the bottom ends of a few ropes. When descending the rope at the side of the building, shown here, be careful not to snag the Zingers. Fight the drag, and take it slowly. Past the half-way mark, the letter is found down a rope too. Where Zingers patrol a line of three ropes, leap up for the barrel to the letter N. Finally the letter G is also guarded by Zingers, again found at the end of a rope.

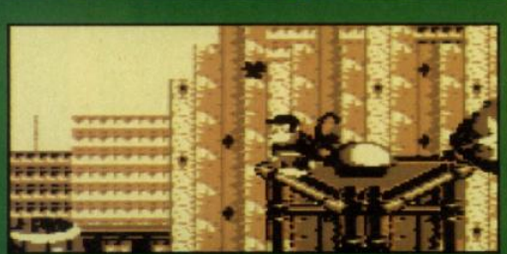


Stuck in a Nintendo game? Call the official hints and tips Hotline on 01703 652222

WORLD 6

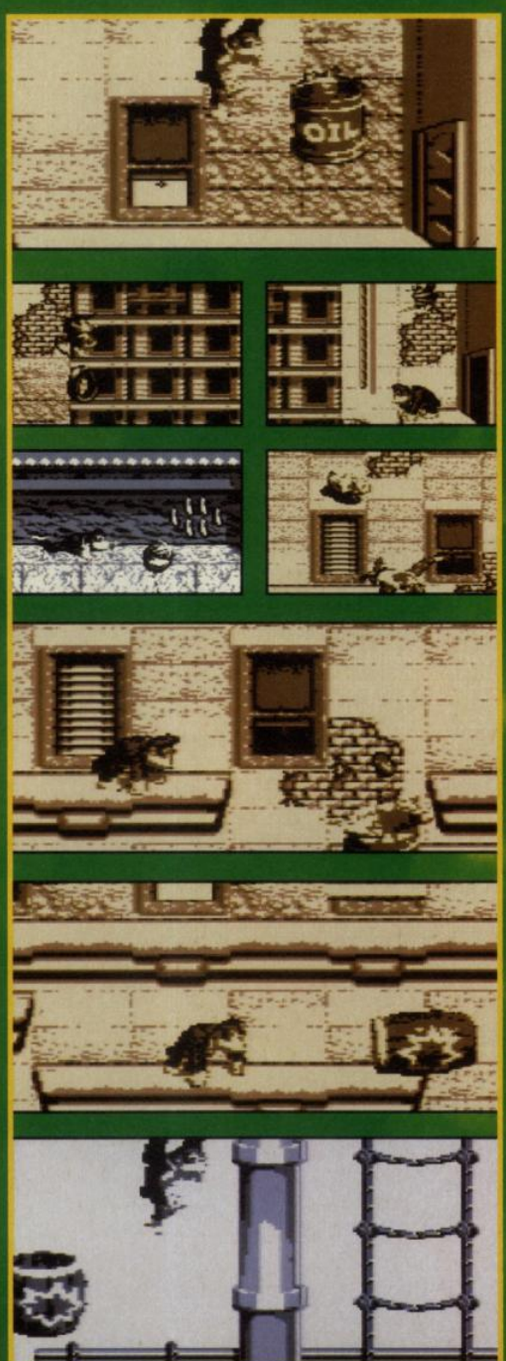
Kong aims the barrels in World Six by leaping onto the buttons. Point the second barrel upwards to find DK's chum. For the letter O, point the third barrel downwards – as hinted by the lone banana – to find a secret barrel. There is a spot where DK is fired from one barrel, only to climb into another. Don't. Instead leap off to the left, onto the barrel which takes Kong to the letter N. Sneaky, or what.





WORLD 7

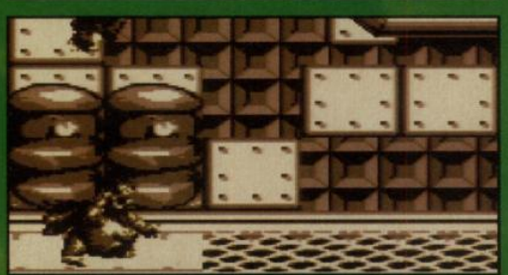
Joy! The penultimate level houses two fiendish secrets, which is no surprise really. The first is practically invisible – a tire placed to the left side of the screen, unseen until a roll-jump scrolls the screen slightly. Climb half-way up the rope, where the letter O is located, and jump down to the left. DK springboards off the tire to the left and lands next to a bonus barrel, leading to an underwater section and extra lives! Another technoique requires DK to take a run up then roll-jump onto the tire instead. You choose! The other secret requires Donkey Kong himself to perform, though extremely skilled players might find a way around it. A barrel of TNT is guarded by Krusha. Before collecting it, dispose of Krusha using Donkey Kong's weight. Now throw the TNT at the oil drum on the platform below and to the right. Its fire is extinguished, giving DK right of passage to a bonus barrel, Gangplank Galleon, and more extra lives!



BOSS

K ROOL!

Can't teach an old dog new tricks, it's true. K Rool is an old Mutant Crocodile, but the saying still applies – he's still doing the old Donkey Kong Country routine! To begin with K Rool removes his crown in order to throw it. Of course this is DK's cue to jump on the senior Krem's head! K Rool then follows this up by running at DK. Of course it's best not to stand in the scum's way. This routine is repeated until he has been 'bounced' six times. After that, allow for K Rool to attempt six consecutive 'belly flops' – which are best avoided by running beneath them. K Rool now speeds up his original routine of crown tossing. Use your superior reflexes to trounce his noggin a final six times, and K Rool is done for. Hurrah!



THE END...?

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: NAMCO HOMETEK, INC
- PRICE: £54.99
- RELEASE: SEPTEMBER
- GAME TYPE: ARMED COMBAT
- CART SIZE: 24-MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Infinite (Arcade)
- OPTIONS: Difficulty/ Control

GAME INFO

- GAME ORIGIN: Designed by ex-members of Capcom's Street Fighter II: Championship and Hyper Fighting teams
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Who is Korr's missing brother...?
- ALTERNATIVES: Street Fighter II Turbo, Super Street Fighter II, TMNT Tournament Fighter, Mortal Kombat II, Art of Fighting, Killer Instinct

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Sharp

X — Back thrust

A — Fore strike

B — Fore thrust

Y — Fore slash

L/R — L: Back slash
R: Back strike

S — Start: Pause
Select: Nothing

GAME CREDITS

- DEVELOPED BY: NAMCO HOMETEK
- DISTRIBUTED BY: OCEAN
- MADE IN: USA
- ARTWORK: © NAMCO US

When you first played Street Fighter II you lost, right? You lost because you didn't have a clue how six buttons and a joystick could produce those effects the CPU was pulling off. This is the mystery the expert team at Namco Hometek aim to recreate with Weapon Lord.

Weapon Lord is unlikely to have you wondering whether the designers of the game you're playing really gave a damn. Or leave the bad taste of feeling ripped-off stuck in the back of your throat. The entire game is designed, programmed, and play-tested by hard-core fans of the combat genre. Two of which were crucial to the progression of the Street Fighter II series. No joke.

With this in mind NMS has spent long hours scrutinising Weapon Lord's finer details. Knowing that combat fans take their gaming very seriously, we come down extremely heavy-handed on the game for the benefit of this review. And so it begins...

"When the night turns violent and the moon bleeds, gripped by the skeletal fingers of death... a child shall be born under the Warrior's Moon. When this child survives the challenge of adolescence, it will rise to face the Demon in combat... and the Lord of Demons will fall by the hand of the WEAPONLORD..."

WeaponLor

EXECUTION

Wasteful. Impractical. Useless. Accusations the control system in Weapon Lord neatly side-steps. A new combat game is released in Japan almost every month, and we get to play most of them here at NMS. In most cases they blatantly rip-off Street Fighter II – with Fireballs, Dragon Punches, and Somersault Kick techniques producing a similar end result. Attempts at anything new usually turn out pretty unwieldy, so are abandoned for that reason. The control set-up in Weapon Lord feels very different, but is intuitive enough for beginners or pros to appreciate. A move, or 'swing,' happens at the release of a button. Either tap it in the same way as you would in the majority of fighting games, or keep it held down to release a more precision blow at the right moment. Think about it – when trying to break an opponent's offensive, it's much quicker to just let go of a button. Held down buttons also allow for some special moves to take place in the top half of the D-pad. This works well because almost every special move in Weapon Lord feels similar to how it looks on screen. Same way as a Dragon Punch is scooped from the floor. There are still those that require the traditional Joystick then button approach, but it's the mix that makes all the difference when stringing together combos.

(ABOVE) **Web Rip** is Zalak's Take Down move. The spider helmet cocoons the feet of an opponent, then the Demon Lord tears it all away – tripping them.

(ABOVE) **Web Slap** requires charging for one full second. Zarak then uses it to open a combo from a defensive position, or to round one off. As seen here.

(LEFT) Jen-Tai – the Demon Lord's most prized Arena Master.

ZARAK DEMON LORD

A fallen warrior, whose body received the burden of immortality after being possessed by a demon wraith. As a human, Zarak became the greatest warlord that ever lived. Now the demon's strength has made him more powerful still! Mutant spiders have attached themselves to Zarak's body – one on his head, the other clutching his back. Both are used to produce nauseating special attacks. Guillotine, Zarak's specialist weapon, is a staff/ axe/ spear hybrid; adaptable to meet any form of competition on favourable terms.

(BELOW) Over half the moves in each warrior's reportoire aren't detailed in the manual – they require working out for yourself.

(ABOVE) **Chaos** is Zarak's multiple-hit, or 'Frenzy' technique. When treated as part of a combo, victims don't have a hope in Hades!

(ABOVE) **Hammer Blast** distances Bane's challenger. It gives him more room to work that weapon.

(ABOVE) **Berserker** is so powerful that it is used by Bane to perform Death Blows. Stay well clear!

(ABOVE) **Fang Gutter** is a speedy attack, which works fine as a sneeky opener.

BANE LONE WOLF

Always the loner, Bane disappeared into the mountains when he was barely a man. He has emerged only to meet the Demon Lord's challenge, and it is seen that a terrible transformation has taken place. Bane has become as the environment that so called him. The hollowed-out head of a Sabre tooth Wolf adorns Bane's face like a mask – a symbol of his warrior prowess. The giant War hammer he wields packs bone-crushing might, while his Bone Hook is used to tear flesh.

(ABOVE) **Skull Crusher** achieves exactly what the name implies; flattening adversaries instantly.

(ABOVE) **Cursed Kick** sees Bane putting his hammer to good use as a piece of vaulting aparatus.

(ABOVE) **Death Whirl**, once it has snagged an opponent, carves them up nicely.

(ABOVE) **Ground Blast** is seen here boiling Zorn's rotten guts. Hence the green mist.

DIVADA MISTRESS OF DEATH

Terrible Black Magic courses through Divada's veins like hot venom. Usually she chooses to strike out with a Twin-Bladed Staff, humiliating her challengers that way. But sorcery inevitably rears its head, in the form of a mystic orb. This glowing artifact channels the energy spewed from Divada's blackened soul into a formidable range of offensives. This includes a cruel variant of teleportation which allows Divada to pass right through an opponent's body!

(ABOVE) **Power Flip**, when timed correctly, is the perfect surprise attack because it is so powerful!

(ABOVE) **Psycho Blades** twirl about Korr's helpless body. His guard just wasn't strong enough.

(ABOVE) **Soul Drill** is Divada's way of searching for a person's feelings. She finds only fear!

(ABOVE) **Air Tear** begins from a crouching position, then suddenly goes airborne within a split second!

(ABOVE) **Shadow Deflect** causes a shadow image of Tal to appear. It is a dummy for her real attack.

TALAZIA BIRD OF PREY

Believed to have the blood of a falcon, because of the bird-like method incorporated into her technique. Certainly she knows how to wield her Talon Blade and Claw Shield with eerie animal sense. Talazia behaves very much like a bird of prey if trapped in a corner – moves so erratic and unpredictable they require lightning reflexes to defend against. For the same reason she is such a volatile character to tame.

(ABOVE) **Talon Blade** is used as a tactical opener, or to juggle foes back into the air before landing.

(ABOVE) **Rip Claw** is typical of Tal's offensive – starting low then tearing the flesh on the way up!

REVIEW
SUPER NINTENDO

ZORN DEFILER

Zorn's body is adorned with obscure artifacts gleaned from his many journeys, though many are of no practical use! However this thief has had the pick of the world's armoury, and settled upon an Ivory Axe to lead his offensive. His ancient Skull Shield is said to harness the destructive power of a demon.

(ABOVE) ***Ancient Axe*** *is brutall Zorn hurls his weapon to split a challenger's chest bone in two.*

(ABOVE) ***Hell Grinder*** *is a charge move causing rapid multiple hits. An infuriating technique!*

(ABOVE) ***Scream Shield*** *gives the demon control, dragging Zorn into the air for a swooping attack.*

(ABOVE) ***Roll*** knocks opponents off balance, allowing Zorn to rise then fell them like trees.

(ABOVE) ***Hell Fire.*** *"A wonderfully uplifting experience awaits all guests at the Dragon Arena."*

(ABOVE) ***Back Blade Strike*** *allows Jen to step in and cut deep with a powerful double-hit tactic.*

(ABOVE) ***Death Blade.*** *Once the first blow connects, this slow but devastating attack takes its toll.*

JEN-TAI WAR QUEEN

Jen-Tai's apparel, despite being brief, is tailored to victory in battle. Opponents are meat-hooked off their feet, then tossed to the ground by her Rams-Horn Helmet. Inside Jen-Tai's leggings are steel plates, that are applied to breaking shins and dropping a rival's guard. Jen-Tai's defence is almost impenetrable thanks to her Spiked Shield. Needless to say, her mastery of steel – the Falcon Blade – is exemplary.

(ABOVE) ***Leg Breaker*** *takes down Bane. Despite his size, Jen's special technique finds a way.*

(ABOVE) ***Reverse Kick.*** *Divada is stunned by this far-reaching opener from Jen-Tai.*

KORR MASTER WARRIOR

Perhaps the most honourable of children born under the Warrior's Moon. As a youth Korr proved himself so able in battle that his tribe, the Taroks, proclaimed him their Master Warrior. Years ago Korr's twin brother, Käng, went missing during a raid. Korr blames himself and lives only to find him again. The Demon Lord has made this search difficult, now that friendly places are becoming fewer, so his tyranny must be stopped.

(ABOVE) ***Firestorm*** is an over-head attack that works its way around an adversary's shoulders.

(ABOVE) ***Gut-Slash.*** A great way to move in. Korr uses this to begin his hard-hitting combos.

(ABOVE) ***Tarok Strike.*** *A Power Strike, starting way back then brought to the fore with gusto.*

(ABOVE) ***Double Flame Strike*** *is one of those special moves that slices through a regular guard.*

(ABOVE) ***Power Kick.*** *Korr's Guard Drop technique. Follow this with a Knee Tarok or Elbow Smash.*

COMMENT

PAUL

In the US Weapon Lord has been hyped to extortion. At least apparently so – except it turns out the game is totally legitimate. Weapon Lord recalls the rush Street Fighter II provided when all those complex manoeuvres first began making sense. It taps into a red hot line of adrenaline by means of meticulous game design, represented by generally great artwork. Overall presentation should be better, especially from a team with such a class background. Still, an extended range of fighters, and more fluid animation are all that prevent this from ranking among the greatest one-on-ones ever devised. For that, I suppose, we'll just have to hope for a sequel on NU 64. In the meantime, seek Weapon Lord out with a fever! It's the most accomplished extension of the original SFII philosophy to date.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

THE MASTER FORGE

In case you don't already know, Weapon Lord is not some combat game Namco just drew out of a hat. The idea originated from the ideas of two ex-Capcom employees. James Goddard helped conceptualise Street Fighter II Champion Edition. He also co-designed SFII Turbo, and created Dee Jay for Super SFII. Goddard's partner, Dave Winstead, was also ideas man for SFII Turbo before he became wholly involved with Super. Slam Masters, and Alien vs Predator were partially his too. They have both taken the Weapon Lord project very seriously. You might even say that their collective ass rides on the game's success.

(ABOVE) Talazia loses her lovely pig tails. (ABOVE RIGHT) Korr battles on – minus his distinctive braid.

SLICED PIECES OF EIGHT

Barbarians are in the business of proclaiming themselves the King, Queen, or Master of whatever. In versus mode such boastful titles are soon put to the test. Up to eight warriors may accept the challenge, each one entering their initials before adjusting their handicap and joypad configuration. Once all is prepared two combatants from the list square off in a 'Single Game' show of strength, or join the group in a full-blown tournament, or 'Match' as it is known. An unseen host summons each warrior by his or her initials, and keeps track of everyone's performance. The victor is decided on a best two out of three, three out of five, or four out of seven basis.
Now, let the BUTCHERY commence!!!

DAMAGE INCORPORATED

Above all else, warriors are precious about two things: their weapon, and their magnificent countenance. There is no better way to shatter a challenger's ego than by 'modifying' the appearance of one, or even both. Secret tactics exist which allow for the shaving of hair, the tailoring of what little garments the warriors wear, and – shudder to think – the ruining of steel!

HAIL AND KILL!

Defeat they can accept, but death... not even a warrior's soul can return from that desolate isle. Sparing a worthy opponent's life is a fundamental part of the Warrior's unwritten code. That's as may be, but the Demon Lord's powerful influence has made this rule all but invisible. It has recently become common for warriors to disembowel or decapitate each other as a contest draws to a close.
These so-called 'Death Blows' may be strung together to form 'Death Combos,' in which multiple horrors are inflicted even before the dying breath is drawn!

COMMENT

ANDY

We've something of a two-edged sword this month with Killer Instinct and Weapon Lord. On the one side you have immaculate presentation but tried-and-tested game play – Killer Instinct. By comparison Weapon Lord is very much a ground-breaking excersise, and definitely geared to suit a hard-core audience. My only worry is that the details of such a fine-tuned combat system may be lost on those players who have come to expect big rewards for small effort. Most of Weapon Lord's pizzazz is only revealed to dedicated games players, so is unlikely to grab your average Joe by the nuts sraight away.

MENTAL BLOCKING!

At basic level, Weapon Lord adopts the Street Fighter II method of holding away from your opponent to shield against a blow. However this isn't enough to protect against many of the extreme power offensives available. So, in addition to this, warriors may Thrust Block or Power Deflect an attack to gain the advantage. These specialist techniques significantly broaden tactical scope. Here's the gist:

Thrust Block

An offensive block where the weapon is held away from the body to absorb the force of an assault. Thrust Blocks require split-second timing to perform – a small price to pay for absolute protection.

(ABOVE) Korr vs. Korr. An even match up, where pure skill presides.

(ABOVE) Divada attempts her Death Whirl, but is stopped by Tal's Thrust.

Power Deflect

A Power Deflect gives a fighter the advantage by first blocking, then smashing the adversary's weapon aside – temporarily throwing them off balance. Time enough to come back with something really special!

FIRE AND STEEL

Complex defensive manoeuvres are necessary because the offence strategy in Weapon Lord is also advanced. Attacks fall into four main categories, and learning how to play them against each other is vital to a seamless battle code.

Guard Drop

A surprise tactic used to break through an opponents' guard. This move alone is reason enough to include Thrust Blocks as part of your basic strategy – especially considering the damage caused by what may follow...

Frenzy

Like Ken's Flaming Dragon Punch in Super Street Fighter II, a Frenzy attack scores multiple hits – if timed correctly. They are best used to finish a big-hit combo, especially when the victim is down to his/ her last sliver of energy.

Power Strike

Sends an opponent reeling from the recoil when weapons collide. Also slices through a conventional guard with chilling ease. Woe betide the warrior whose slow reflexes cannot provide an answer in time!

Take Down

Extends the effectiveness of a combo by taking an opponents legs away. How? Well, it's possible to hit a foe even when they're down! So it's definitely worth perfecting this technique for the ultimate in humiliation.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

87

▲ Powerful characters drawn to comic-book perfection. Dynamic action sets the pulse racing. A great visual concept.

▼ Memory restrictions have meant that the fluidity of the animation suffers.

SOUND

87

▲ Outstanding use of voice samples, and the sound of steel on steel rings loud and clear. Music is suitably dark and sinister...

▼ ...though there's not enough variety between the tunes.

PLAYABILITY

93

▲ IMPORTANT: This game is intense. Before strategy is introduced, there are twice as many offensive and defensive techniques to consider than other one-on-ones .

▼ There's slow-down when the action gets hotter than a Smithy!

LASTABILITY

91

▲ Work it out! Long-lasting appeal comes part and parcel with a two-player game of such depth.

▼ Lone warriors may find the excitement is spoiled by a CPU prone to stupidity.

OVERALL

92

The material and craftsmanship is superb. But this is a hefty piece of software, whose finer qualities are concealed within. Have you the strength or the faith to accept it?

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: ID/WILLIAMS
- PRICE: £54.99
- RELEASE: SEPTEMBER
- GAME TYPE: HUNTER KILLER
- CART SIZE: 16 MEG FX

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Stage/difficulty

GAME INFO

- GAME ORIGIN: Faithful translation of the PC phenomenon. Doom is another game that was expected to head the NU 64 launch – but here it is on the Super NES!
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Banish the demon hordes back to hell!
- ALTERNATIVES: Wolfenstein – if you're desperate!

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Intuitive

X — Toggle weapon

A — Manipulate

B — Run

Y — Fire

L/R — L: Strafe left / R: Strafe right

S — Start: Pause/access menus / Select: Automap on/off

GAME CREDITS

- DEVELOPED BY: ID/ SCULPTURED
- DISTRIBUTED BY: OCEAN
- MADE IN: USA
- ARTWORK: © OCEAN 1995

Is that a BFG 9000 in your pocket, or are you pleased to see this game! Of course you are! It's Doom – the groundbreaking PC game originally destined for NU64, on Super NES!!! With the aid of their FX2 chip, Nintendo's 16-bit system comes that much closer to becoming the 'Next Generation' slayer promised earlier this year.

NMS SEAL OF QUALITY SEAL

Exclusive®

Doom is world-renowned for its specialist brand of Seek and Destroy gameplay – placing the emphasis on killing, and the required tools in your hands. If this all seems too extreme, rest assured that the recipient of your vented anger is no better than repulsive hell-spawn. This here is the classic good versus evil scenario, only this time the action is presented as in-your-face real-time 3-D! The power of Nintendo's FX2 chip, combined with the programming talents of Sculptured Software – who handled MKII so well – have brought it to the Super NES.

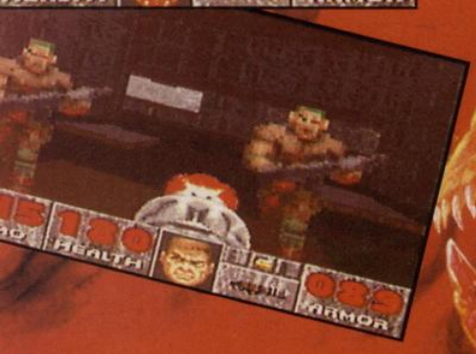
You adopt the role of a Marine; deployed to the planet Mars as punishment for assaulting a superior officer. Not much happens on Mars, contrary to what HG Wells might have us believe. However on neighbouring moons Phobos and Deimos it's a different story. Experiments pertaining to inter-dimensional space travel have literally allowed all hell to break loose! Soldiers 'volunteered' to test the necessary equipment on Phobos have promptly returned minus vital body parts – such as their heads. As the panic reaches its crescendo, all communication with the moon is lost. You have no choice but to case this lunar joint, with the slim hope of finding some of your buddies intact. (Yeah, right!)

BELOW: Lights fail once this key is taken, and Imps rush the darkened room!

DOOM

YOUR PRETTY FACE IS GOING TO HELL

There's only one way to tackle the demon hordes – head on! In Doom you're not represented by some on-screen hero, you *are* the hero! The only virtual elements are the representations of your hands, and some status info. Otherwise the path ahead is revealed in much the same way as a true-to-life walk around the local super market – only with arguably more raw meat! Each of the 22 worlds in Doom are created real time, which means you are able to move around however and wherever you want. Unfortunately for the weak-hearted, the denizens inhabiting these areas are allowed this freedom too. The only restrictions placed on either side are laid on by doors, traps and treacherous areas underfoot. It is a similar concept to Wolfenstein 3D, another game developed by id, but vastly improved: There's more weapons, greater control, and superior detail all the way.



GIMME DANGER

What's so unnerving about the enemy in Doom is that it's often unseen, choosing to attack from a cowardly distance. Some demons are even partly invisible, so it's hard to make them out even though they may be staring you right in the face! It's not uncommon to find one clawing at your back either, as not all of them are stupid and use their knowledge of the chambers to tactical advantage. Their blood lust is such that they even attack their own kind! Should you ever wish to pass on a greetings card, with a 'you're much uglier than me' congratulatory message inside, here's who to address it to:

FORMER SOLDIER

Once a Marine, just like you. He's one of the undead now; possessed by an evil spirit which you should exorcise with force. On his own he's not much of a worry, but these fellers usually attack in groups! Use their stupidity against them, by drawing them across each other's fire.

CACODEMON

Stupid name. Stupid face. Clever git! Decided it had no use for legs around 1500 BC, and hasn't looked back. Graduated from Lucifer's College in 300 BC with a Third Degree in burns, and obtained a Masters in Ball Lightning one year later. Is happy to lecture freely on any of these subjects!

LOST SOUL

Never heard the song Amazing Grace when they were alive, and are too far gone to benefit from it now. You thought the house fly buzzing above your bunk was annoying. You're going to really hate these! Unfortunately Lost Souls take more than a rolled-up copy of the Beano to swat them – being most skull-like and bathed in unholy flame.

(ABOVE) Hot game action, eh readers!

IMP

He has horns jutting from almost every part of his abominable form, and serves up fireballs for his guests. Blistering lumps of charcoal aren't so healthy though, as you might expect. Though it takes a few bullets to convince an Imp that its generosity is wholly unwanted!

DEMON

A heavy skeletal frame, bound with knotted muscle, and kitted out with the latest in Hades chic –Drop-Handle Horns and Pandemonium Pincers. Eats lead like it's toffee, though too much makes him feel sick. Enough to keel over in fact. Avoid engaging a demon in unarmed combat. He'll win.

RAW POWER

There are eight ways of defending yourself on this god-forsaken moon; two of which you carry with you at all times. Your fist and a standard issue pistol are enough to let the enemy know your intentions. Bullets are relatively easy to come by, and your knuckles never run out of ammo! Of course it is inevitable that more persuasive firepower is needed the tougher your enemy becomes, so we've listed the options for you here. Unlike the PC version, where every weapon is allocated its own Function Key for access, the Super NES only uses one button, so you have to cycle through each time. This isn't so much of a problem, as you can always call upon your magical powers of time distortion for assistance –ie press the START button to pause the game before choosing a weapon!

CHAIN GUN

Should appeal to the green fingered, as well as the bloody minded out there. Why, it's just like taking a strimmer to all those nasty little weeds! Only weeds don't scream so loudly, or make quite the same kind of mess.

ROCKET LAUNCHER

KABOOM! Whatever you do, don't let this thing off close to a wall. It's likely to do you just as much damage as the thing you're trying to hit! The instruction manual says it can "turn one bad dude inside-out." Enjoy your lunch.

The Rocket-Launcher relieves this Top Secret area of marauding Imps...

PLASMA RIFLE

Holding this weapon is the closest to heaven a Marine usually gets. Fires the same stuff as comes out of the Cacodemon's maw, which gives you some indication of its power. Would you believe it's rapid fire too! Hasta La Vista, etc.

CHAIN SAW

Prevent demons from grazing on you by grazing them first, with THIS! Chainsaws cause untold damage to whatever is crazy enough to venture close enough. Which accounts for just about every diabolical denizen of Doom.

SHOTGUN

Obtaining the shotgun for the first time is kind of like discovering an oasis in the middle of a desert. Such relief! Imps require around five shots from a Pistol to fall. A Shotgun blows them away in one!

BFG 9000!!!

Nirvana.

COMMENT

PAUL

Nothing can prepare you for the shocking realism of Doom, and the Super NES version is frighteningly close to the original. So much so that it's easy to forget this not running on a PC. Nonetheless clues are visible. The display is reduced to around 75% of the screen, and all texture mapping ends where the floor and ceiling begins. Minor cosmetics. Otherwise 22 from a possible 27 stages of game remain faultlessly preserved, and the detail is very good indeed. Sculptured have skilfully ported over the exact feel of the PC game, and adapted the control to suit the Super NES controllers perfectly. Only weapon selection is a tricky business, with only one button assigned where the PC benefits from numerous Function Keys. This small problem is solved by pausing the game to make your selection. It's difficult to put down on paper the chilling drama of Doom, except there's a such a strong feeling of 'being there' that the slightest noise or change in lighting has you jumping out of your skin. Super NES Doom is guaranteed to put a rictus on the face, and a stain in the pants of whoever dares play it!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

HARD TO BEAT

Succubus, Incubus, Belial and the like have not the faintest understanding of our earthly needs. Otherwise they would have incinerated the erstwhile Marines' supplies long ago...

MEDKITS

Two sizes. The smallest, a Stimpack, only patches you up for a while. Roll over the full-blown article however and you become Captain Healthy once more.

ARMOUR

Again, two types: One lightweight, or 'Security,' the other heavy duty, or 'Combat.' The former, coloured green, lessens the damage of most body blows. For ultimate protection, however, you need to look out for the blue-coloured Combat gear, to deflect the kind of assault coming your way deeper into the mission.

BERSERK PACK

Scary kind of picnic basket. Chow down on its contents and you become empowered with a berserker rage – a monster adrenaline rush – under the influence of which your fist deals more damage than a shotgun wound. These packs also completely heal the wounded.

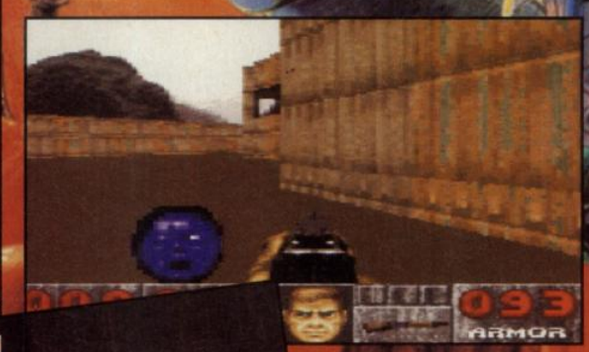
(ABOVE) Collect a Blur Artifact to become partially invisible! Unfortunately its life-saving effects don't last long.

BACK PACK

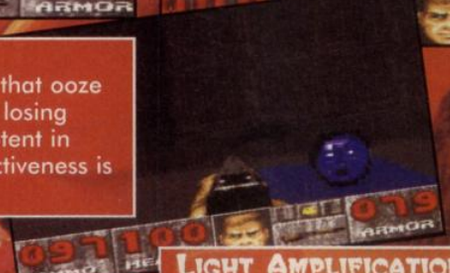
Contains, and enables you to carry, more ammo. Always worth checking out even if you have one already, to increase your storage capacity.

RADIATION SUIT

Wade through the radioactive rivers, that ooze through the complex, without fear of losing your skin! Really, the toxins are so potent in these places that even the suit's effectiveness is extremely short lived.



(ABOVE) Soul Spheres are hard to come by, because they double your health!



LIGHT AMPLIFICATION VISOR

Ignorance is bliss, as they say, and it's true some demons are best left unseen. Still, shedding infa-red light on your enemy offers a tactical advantage for a while. It all adds to the claustrophobia, don't you know.

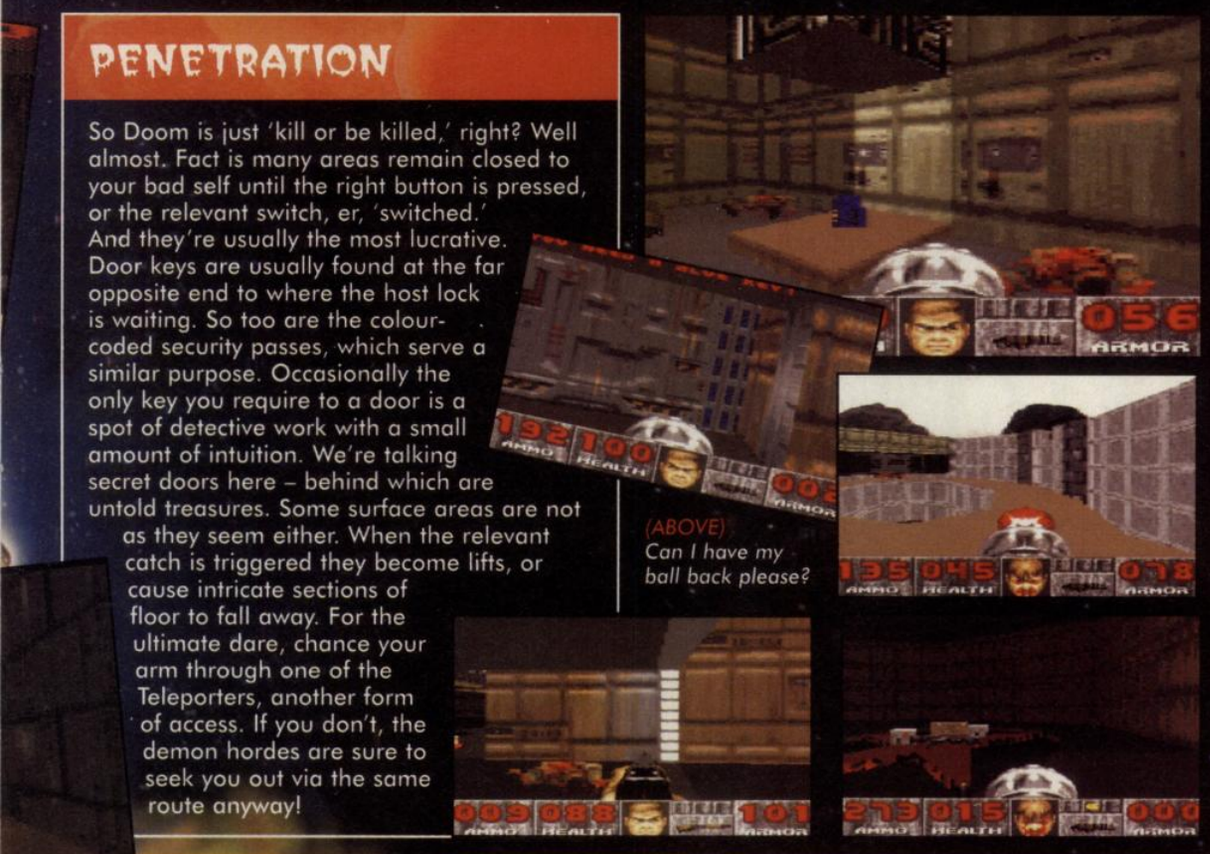
COMMENT

ANDY

Amazing. Doom on the Super NES is so much better than anyone could have predicted and I can't really add that much more to what Paul has already said. If there is one gripe it has to be the lack of a two-player mode, but then you've got to consider that most other shoot 'em ups are single player and that Doom is probably the best shooter the Super NES has ever seen. So, with that in mind, the lack of a versus mode becomes a very small concern indeed. In short, after playing Doom other shoot 'em ups begin to look just a bit sad. You simply must own this game, it's fantastic.

PENETRATION

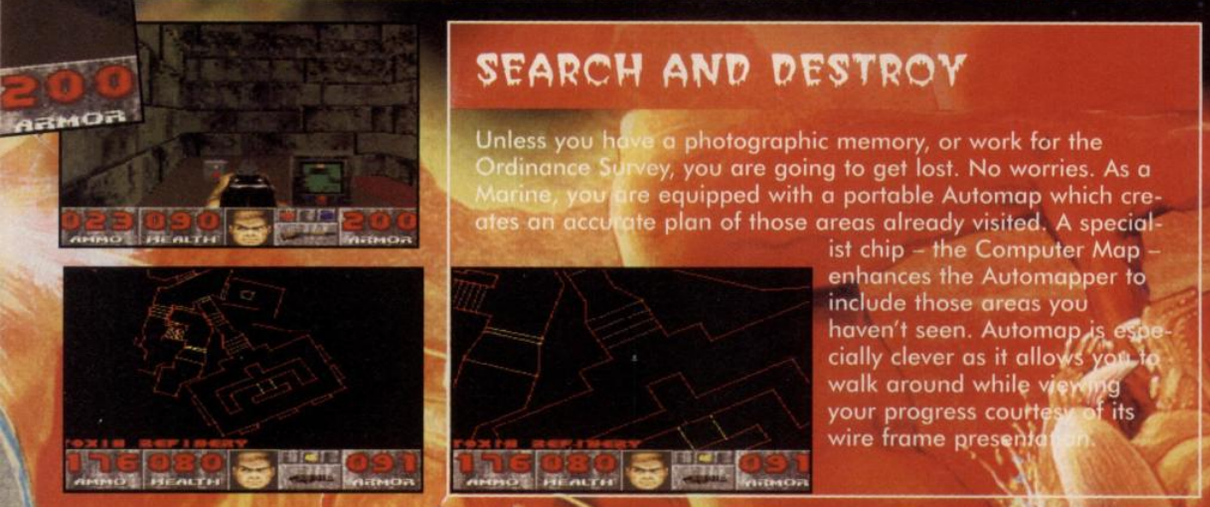
So Doom is just 'kill or be killed,' right? Well almost. Fact is many areas remain closed to your bad self until the right button is pressed, or the relevant switch, er, 'switched.' And they're usually the most lucrative. Door keys are usually found at the far opposite end to where the host lock is waiting. So too are the colour-coded security passes, which serve a similar purpose. Occasionally the only key you require to a door is a spot of detective work with a small amount of intuition. We're talking secret doors here – behind which are untold treasures. Some surface areas are not as they seem either. When the relevant catch is triggered they become lifts, or cause intricate sections of floor to fall away. For the ultimate dare, chance your arm through one of the Teleporters, another form of access. If you don't, the demon hordes are sure to seek you out via the same route anyway!



(ABOVE) *Can I have my ball back please?*

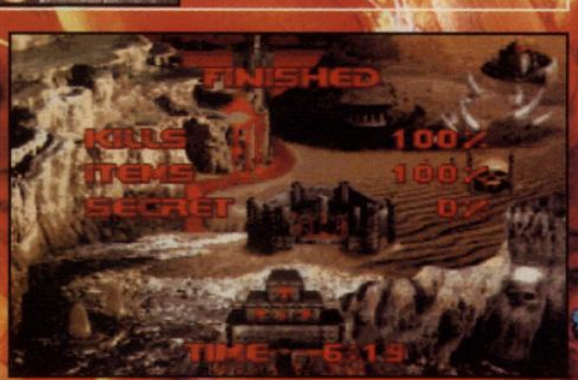
SEARCH AND DESTROY

Unless you have a photographic memory, or work for the Ordinance Survey, you are going to get lost. No worries. As a Marine, you are equipped with a portable Automap which creates an accurate plan of those areas already visited. A specialist chip – the Computer Map – enhances the Automapper to include those areas you haven't seen. Automap is especially clever as it allows you to walk around while viewing your progress courtesy of its wire frame presentation.



SHAKE APPEAL

That same CPU which controls your Automap also keeps record of the number of kills, secrets found, plus the time it took for you to exit. All this information is downloaded into the exit gate terminal then displayed for your viewing pleasure. If you know it's going to be embarrassing, make sure there's nobody else around at the time!



(ABOVE) *Fresh from gorging on avocado, and without washing their hands first, the Barons of Hell attack!*

(ABOVE) *The entire middle section of this room comprises of undulating blocks. When was the last time you ate?*

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

96

▲ You have never seen anything like it on the Super NES! Convincing, cold, dark corridors are drawn quickly without the slightest glitch. Avoid falling off your chair, trying to peer round corners!

SOUND

92

▲ For those people who find the sound of gun fire sexy, Super NES Doom is a XXX rated experience!!! Award-winning music.

▼ The absence of sound in some cases is annoying – where enemy fire is inaudible.

PLAYABILITY

93

▲ Strikes the perfect balance between all-out carnage and intelligent game play. Doom's first-person perspective makes it all too real!

▼ Not so unpredictable.

LASTABILITY

90

▲ On the harder difficulty settings, Doom is unfeasibly tough. You won't believe the vast wealth of secrets available!

▼ Lack of a two-player option closes the door on head-to-head seek and destroy.

OVERALL

95

Makes a man of your Super NES, and a meal of the 32X. A killer game, whichever way you look at it!

REVIEW

SUPER NINTENDO

MIGHTY MORPHIN POWER RANGERS THE MOVIE

AARRGGHH-NO-OOOO! I can't believe this is really happening to me. I mean, I've known of this game's imminent arrival since I first heard about the movie. And yet a small part of me hoped it might never arrive. But now it has and I've been chosen to review it - Power Rangers: The Movie. Oh, the horror! The Horror!

Like its predecessor, this new game is a beat 'em up giving one or two players the choice of all six Rangers - and yes it does include the new White Ranger. Each of the Rangers has a range of unique signature moves, with new boy Rocky taking special honours with his Kung Fu-style attacks. The plot involves the team in a desperate attempt to vanquish the evil Ivan Ooze, who has stolen Rita Repulsa's crown as the baddest baddass in the universe. Their adventures take them through a whole range of environments, including aircraft carriers, shopping malls and ski slopes. Sheesh, and all in the space of school lunchtime too...

LIGHTNING REACTIONS

Each Ranger starts the game in their normal daywear - you know, jeans and a t-shirt, nothing too dressy. Their casual attire doesn't fool Oozes henchmen, though, all of whom seem desperate to scuff the kids' squeaky clean sneakers. Fortunately these characters are very easily dispatched with one or two slaps, usually leaving a icon in their wake. Collect these to fill a power bar that can be used to pull off special moves or, better still, save 'em up to fill the bar entirely and morph into a Mighty Power Ranger. In this form the team have different moves and are generally more powerful. To max out their potency, however, players should attempt to fill the power bar a second time - the legendary super special move is collected in this way.

INTER-DIMENSIONAL BEINGS

Where the first Power Rangers game was almost ridiculously linear, this new game adds a whole new dimension to the action. Most levels are effectively split into fore and background with action occurring on both simultaneously. Players may jump their Ranger between the two layers via deft use of the L and R buttons. What this actually amounts to is, in the first stage, walking on the pavement or in the road, while later on it involves switching between two snowboarding tracks or jumping between robot-ridden platforms. It may sound like a very basic idea, but it does make a hell of a difference to the game, believe me.

COMMENT

Like the series, the action in the first Power Rangers game was pretty dire – until Megazord appeared. This new one is far better balanced. The character art has improved, along with the quality of animation, and the whole image is just... better. But the original was quite poor, so this is nothing to celebrate. Being two-player is more in the spirit of Angel Grove's sickly-sweet camaraderie, so a couple of wannabe rangers are sure to enjoy the opportunities for team work. There are some nice features, such as jumping in and out of the screen, and trashing the scenery. So, generally, there is enough here to satisfy Power Rangers fans who are gagging for a crack at Lord Z. If this is you, go for it.

RATINGS

- BY: BANDI
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 12 MEG

GRAPHICS — 75

◆ Crisp, colourful and large. But stiffly animated and not very well drawn really

SOUND — 72

◆ Yes. This game has some sound in it unfortunately it went to the same school as the Graphics

PLAYABILITY — 78

◆ Responsive and with enough moves to keep Power Rangers fans happy. Surprisingly varied too.

LASTABILITY — 70

◆ Fun enough in one or two player for a short while and it will be a short while, believe us

OVERALL — 73

A quantum leap over the original that still doesn't quite bring it in line with todays games. For fans of the Power Rangers and Paul Davies only.

REVIEW
GAME BOY

FIGHTING WITH ONE HAND?

To begin with, the gods of the new Urth – the dinosaurs – have lost at least half their repertoire. Instead of four buttons with power hits mapped into them – six types of basic move altogether – Primal Game Boy has only two. And no power hits. This in turn restricts the number of special attacks, which goes on to limit the possibility of linking great combos.

Someone once said that it's easier for a Camel to pass through the eye of a needle, than it is for a rich man to enter heaven. If that same person had been around today he might have used Primal Rage on Game Boy as the analogy instead. Surely the page with the word 'impossible' is missing from Time Warner's dictionary?

Technically the Primal Rage coin-op is a state-of-the-art monster. The programmers for *that* claimed they had a challenge on their hands. Time Warner handed the task of a Game Boy conversion to Probe; the same team who worked their magic with Mortal Kombat II. They've done a sterling job, but there have been some changes. Surprisingly not all of them are eliminations.

PRIMARY PRIMAL

So let's imagine that you've never seen or played the coin-op. Or you're such a fan of the characters that any opportunity to see them in action – in whatever form – suits you just fine. In both cases this is no big disappointment. There are six characters to choose from, and all are different enough to make simple bruiser tactics pretty entertaining. Plus Probe tell us they have worked closely with Time Warner to devise special combos that suit the Game Boy Primal engine. So far we've been able to perform limited variations of the coin-op techniques.

SEPARATED AT URTH?

Like Mortal Kombat II, Primal Rage GB allows for two-player games via link-up cable. This is where the game is transformed, from something rather limited in scope to a bonafide challenge. Whereas in one-player mode there seems no real reason to perform the dismal-looking fatalities, two players can definitely find something vaguely amusing about the whole thing.

COMMENT

Conveying the excitement of a big coin-op through the Game Boy is impossible, so what we have here is an extremely shallow rendition of Primal Rage. It looks bland, has shallow gameplay, and is really just an excuse to put a name to a game. All credit to Probe, however, who have compressed the look and feel of six complex characters to a high Game Boy standard. Better than that, they've also skilfully chosen a fair balance of their original moves to represent them. Still this is a million miles in the woring direction from the original. Stick to MK II.

RATINGS

- BY: TIME WARNER
- PRICE: £24.99
- RELEASE: SEPTEMBER
- GAME TYPE: FIGHTING
- CART SIZE: 4 MEG

GRAPHICS — 70

◆ Recognisable sprites that are clearly defined. The animation is pretty good too. Looks empty though.

SOUND — 64

◆ Crunchy sound effects and chirpy music that doesn't really go anywhere

PLAYABILITY — 62

◆ Because Primal Rage depends so much on button combinations for results, the gameplay suffers a great deal.

LASTABILITY — 70

◆ It doesn't take long to work through the ranks. Only the two-player option holds any long-term appeal.

OVERALL — 64

Fair enough answer to an unreasonable request. Unlikely to awake any primal urge.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: INFOGRAMES
- PRICE: TBA
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

GAME FEATURES
- NO. OF PLAYERS: 1/2
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Papa
- OPTIONS: Nicole

GAME INFO
- GAME ORIGIN: Based on the cool Gallic creations of Messrs Goscinny and Uderzo
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Complete
- ALTERNATIVES: Asterix springs to mind. As does the Smurfs. Both Infogrames games interestingly enough.

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Bien

X — Nothing

A — Punch

B — Jump

Y — Leg it

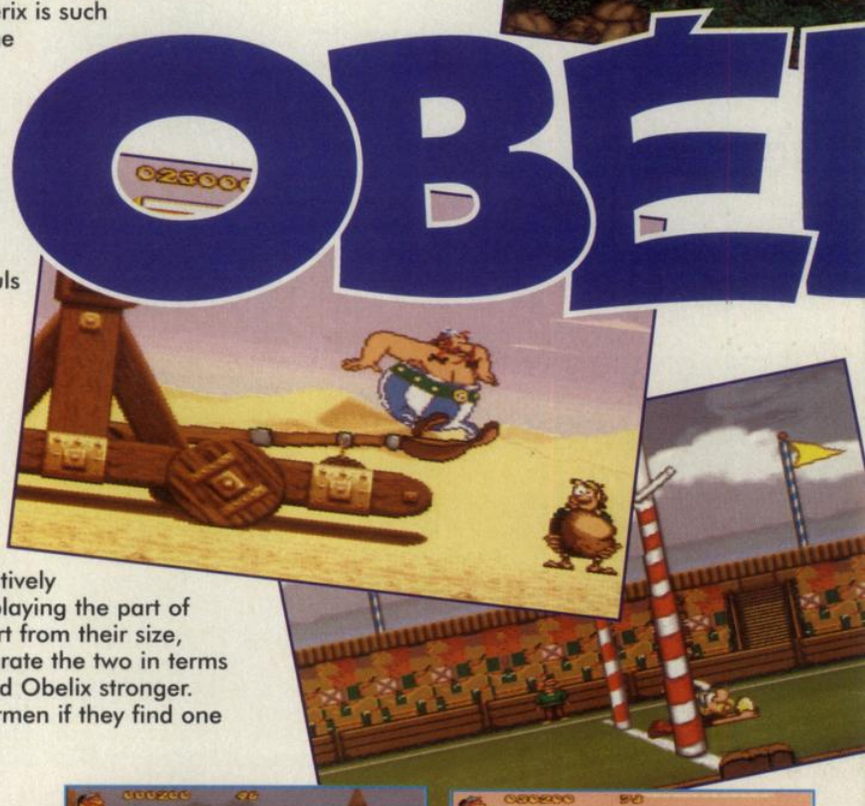
L/R — L: No Function
R: No Function

S — Start: Starts/pauses
Select: No function

GAME CREDITS
- DEVELOPED BY: INFOGRAMES
- DISTRIBUTED BY: INFOGRAMES
- MADE IN: LA BELLE FRANCE
- ARTWORK: INFOGRAMES

History is a very subjective thing and no two viewpoints of a historic event are ever told the same way. Take for instance the story of the Roman occupation of Gaul. Now the Gaul's would have it that they gave a good resistance when the truth of the matter is that, just like us Brits, they got their asses well and truly kicked!

A chapter in history the modern day French are obviously having a hard time coming to terms with. How else could the Roman-humiliating cartoon character, Asterix, be so popular centuries after the Romans gave up their occupation? Perhaps it's just because Asterix is such a cool character. Whatever the reason, Asterix and his fat friend Obelix are back again in a one or simultaneous two-player platform extravaganza that sees 'le blokes' travelling all over the Roman Empire in an effort to bring back souvenirs and prove to their Roman captors that Gauls are free to go wherever they jolly well please.



UN JEUX A DEUX

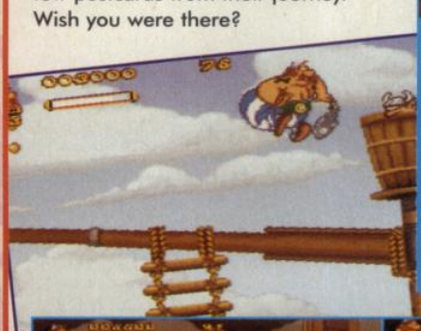
It's fairly common to have a two-player option in a platform game but rare to have the two-players on-screen at once. Asterix and Obelix has just such a mode with players able to play co-operatively throughout their quest, one playing the part of Asterix the other Obelix. Apart from their size, there's relatively little to separate the two in terms of ability - Asterix is faster and Obelix stronger. Both, however, become supermen if they find one of Getafix's magic potions.

EN VACANCES

The lengths some people will go to, to prove a point! In their attempt to show the Romans where to stick their occupation Obelix and Asterix venture far and wide, taking in countries across two continents. Here are a few postcards from their journey. Wish you were there?

GAUL
If the boys don't escape the stockade surrounding their village, well, there's no more game. Good job that the fortifications are about as ineffectual as something quite useless. In fact the only hazards Obelix and Asterix have to look out for are Romans disguised as bushes and rampant wild hogs!

HELVETIA
Next stop Switzerland. Here, across perilous peaks and lethal lakeshores, the guys must help locate Swiss banker, Zuryx. Successfully rescuing this cheesy chap earns a Golden Key as reward.



BRITANNIA
Once their escape is made good, it's a rough crossing of the channel in a tiny boat before making their way through the beautiful English countryside to London. From there the lads head to Rugby for a game of, er, Rugby actually. Success reaps the first reward - a souvenir Rugby ball.

iX

STOP CHUCKING ZOSE BLURDY SPEARS!

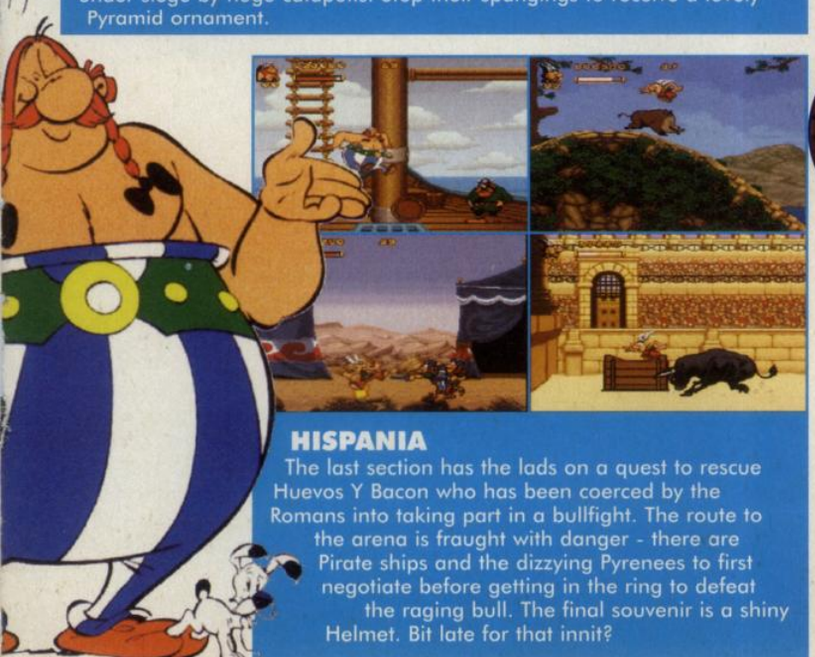
The backgrounds may change quite radically throughout their epic journey. However, the enemies remain principally the same - the Roman legionnaires. These come in several varieties, none of which like a good punch up the throat. The easiest kind come at you with little more than a pointed stick, these can also be found masquerading as bushes or tree stumps. The next type are sneakier and hide behind walls before chucking spears. The hardest kind however, are the muscle-bound bully-boy Centurions. Avoid if possible.

EGYPTIA

Taking great care not to slip on their asps, the boys follow the banks of the Nile taking care not to get crushed by falling blocks of monumental masonry. From there it's to the building site of a mighty palace that is under siege by huge catapults. Stop their spangings to receive a lovely Pyramid ornament.

GRECIA

From a pirate infested harbour in ancient Greece, the guys must battle their way to Olympia to take part in the Olympic games. These are divided into three events - the Sprint, the Hurdles and the javelin. All are performed in a button-bashing Track and field style. To the victor belong the spoils - leafy Laurels.



HISPANIA

The last section has the lads on a quest to rescue Huevos Y Bacon who has been coerced by the Romans into taking part in a bullfight. The route to the arena is fraught with danger - there are Pirate ships and the dizzying Pyrenees to first negotiate before getting in the ring to defeat the raging bull. The final souvenir is a shiny Helmet. Bit late for that innit?

COMMENT

ANDY

I can't say that I didn't enjoy playing this game - I've always been a particular fan of the Asterix series. It's just that, after the third level I began to realise that each stage was pretty much a repetition of the last, albeit with a different background. There are some novel touches to the game though, and I particularly enjoyed the Olympic games and Rugby levels. But I'd seen variations on both those themes in other, older games. The two-player option is mildly diverting too, but basically Asterix and Obelix just doesn't offer anything really new or exciting to the platform genre. Strictly for beginners and fans.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■		
ACTION	■	■	■	
CHALLENGE	■	■		
REFLEXES	■	■		
ORIGINALITY	■	■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	
WEEK	■			
MONTH				
YEAR				

GRAPHICS — 81

▲ Bold sprites and fairly decent animation are the plat du jour of this particular game.

SOUND — 70

▲ Great, if Euro oompah is your tasse de thé

▼ Otherwise forget it

PLAYABILITY — 83

▲ The two-player option is a laugh as are the Olympic, Rugby and Crossing sections.

▼ Although these are highlights in a game otherwise lacking in variety.

LASTABILITY — 76

▲ Again, the two-player option will add to the game's lifespan

▼ But it's not very hard and single players'll soon have it licked

OVERALL — 77

Solid enough, if a little unadventurous. A must have for all Asterix fans but otherwise one strictly for the 'younger player'. I hate saying that..

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: KONAMI
- PRICE: TBA
- RELEASE: SEPTEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Config, and sound.

GAME INFO

- GAME ORIGIN: The fifth in the series, which has previously graced the NES, Game Boy, Mega Drive and PC Engine
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Level 4
- ALTERNATIVES: Castlevania IV, Earthworm Jim, Super Ghouls n Ghosts, Hagane

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Super Attack

A — No Function

B — Jump

Y — Attack

L/R — L: No Function
R: No Function

S — Start: Starts/pauses
Select: No function

GAME CREDITS

- DEVELOPED BY: KONAMI
- DISTRIBUTED BY: KONAMI
- MADE IN: JAPAN
- ARTWORK: © 1995 KONAMI

V

You'd have thought the Belmonts would have learned by now. Five games down the line and countless family members left rotting six feet under the ground, they're still sending hapless heroes in to meet their doom at the hands of the blood-sucking baron himself, Count Dracula.

Richter, youngest member of the Belmont family, is the poor sap who's drawn the short straw this time round, so with his Thermos filled with holy water and a wooden stake shoved down his slacks he leaves in search of Transylvania's infamous vampire lord. The Prince of Darkness is shacked up inside his spooky castle atop Scary Mountain™, where he's holding Richter's girlfriend and sister captive. With little time to spare, the boy Belmont must penetrate Castlevania to rescue both sibling and 'er indoors before the Count sucks them dry.

SPIRIT LEVELS

Castlevania V: Vampire's Kiss is a sprawling platformer stretched across seven enormous levels. Richter begins in the burning village, a sweltering hell-hole infested with bone-chucking skeletons and hordes of other creatures of the night. His journey then takes him through haunted underground caverns until he finally reaches Dracula's creepy fortress. Each of the stages is divided into sections which not only split the game into different scenes, they also act as restart points for Richter when he inevitably dies.

SMOOTH MOVER

If you've ever played Castlevania IV you'll know Simon Belmont was a bit tasty with his whip. Unfortunately young Richter doesn't possess the same whip-swinging prowess of his crusty relative, and therefore cannot use the chain to attack enemies above or below and can no longer use the whip to swing across gaping chasms. Instead he has an acrobatic backflip move instead, allowing him to leap out of trouble at the press of a button. Okay, so it's not as lethal as Simon's whip swing but at least it looks cool!

CastleVania
VAMPIRE'S KISS

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BEEN THERE, DONE THAT

In all honesty Vampire's Kiss is incredibly similar to the first SNES Castlevania game, and Konami have actually done very little to enhance this sequel in any significant way. Visually the game looks virtually identical, and Richter is essentially Simon Belmont with a couple of new moves thrown in. The monsters are pretty similar too, with the same old skeletons resurrected to fight another battle with the Belmont boys. Could it be that Konami have simply applied fresh lick of paint to the same old game? Yes, I'm afraid to say it looks that way.

TOUGH COOKIE

Castlevania V is a typical platform game, with swarms of nasties to kill and loads of ledges and chasms to leap across. In fact you'll need pixel-perfect precision to make some of the jumps, otherwise Richter will be left to plummet to his doom and one of your three lives will instantly disappear. Incredibly frustrating? Definitely! Thankfully attacking the enemy isn't so unforgiving, as Richter's is blessed with an energy bar which gradually depletes each time he sustains a hit. Bonuses help restore lost health, but if all else fails there's an unlimited supply of continues to delve into. But don't think they guarantee a thing!

COMMENT

Castlevania IV was released on the Super NES some three years ago, Konami has done surprisingly little to enhance Vampire's Kiss. In fact they've taken a load of the best bits out, namely the smart rotating Mode 7 levels, and replaced them with dull side-scrolling stages that lack originality and variation. Admittedly the game still looks impressive, especially the slick parallax scrolling and the superbly animated backdrops, but these cosmetic extras are overshadowed by naff character animation and frustrating gameplay. What's more, Richter's inability to attack vertically with the whip makes Vampire's Kiss even more annoying. If you've got Castlevania IV, don't waste your cash on Vampire's Kiss. If not, what are you waiting for?

CHOOSE THY WEAPON

Although Richter only begins the game with a measly whip, loads of new weapons can be found by cracking open the candlesticks. Just take a look at Belmont's arsenal...

CLOCK OF DOOM!
Okay, so it doesn't sound particularly meaty but when Richter uses this special weapon, he's surrounded by tiny clocks which promptly explode!

AXE
Arcing across the screen when thrown, the axe is perfect for taking out beasties both above and below you.

DAGGER
Ah, now this is a smart weapon. Chuck a handful of these babies and the enemy is doomed to crumble within seconds.

WHIP
A weedy starting weapon which is great against skeletons, but is pretty much useless against the tougher bosses!

CRUCIFIX
See the fanged nasties cower with fear when a couple of sacred crosses are lobbed slowly across the screen.

HOLY WATER
The vials of holy water explode in a ball of green flame, melting any hapless enemies stupid enough to be standing nearby.

COMMENT

What a contrast – Mario World 2 and Vampire's Kiss, I mean. On the one hand you have a game that is so brimming with new features, you're going to need at least six months to find them all. On the other, a year-old 8-bit title given a lick of paint and a fresh set of strings. Vampire's Kiss is such a poor reflection of the series' previous form that it's hard to recommend. The game play is so restricted it isn't funny, with only Konami's flair at character design making it bearable. I still love number four, but X is very depressing indeed.°

WELL 'ARD

During his quest Richter faces many perils, but the biggest threat comes from the bosses guarding the end of each level. Here are just some of the evil creatures of the night he faces before confronting Dracula himself.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

NECROMANCER
Arghh! This sly sorcerer is a tricky fella to defeat, especially as he bombards you with zombies who crawl from the ground. Use the platforms to steer clear of the undead henchmen and attack the evil spellcaster with a hail of daggers.

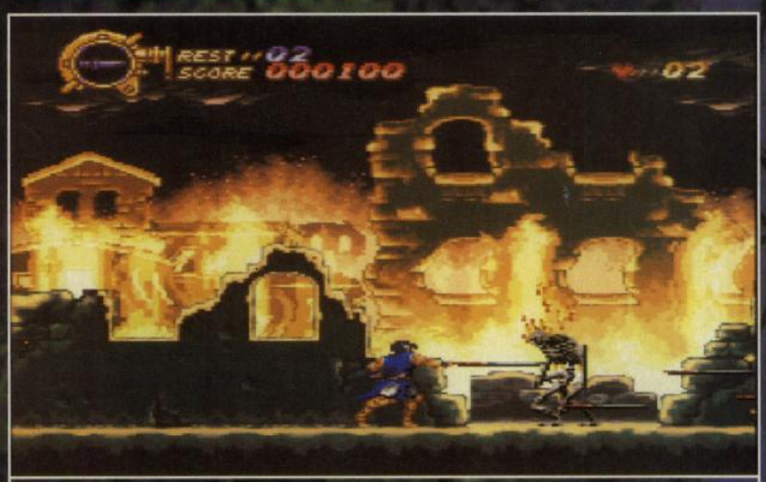
GIANT BAT
The axe is by the far the best weapon against the giant bat, lurking underneath as it flies past and lobbing choppers into its belly. Then, when it splits into smaller bats, finish it off with your trusty chain.

WOLFHOUND
Extremely agile and quick on its feet, the Wolfhound has three gnashing heads and a deadly snake tail. Wait for the beast to leap overhead, then close in the for the kill using the whip.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

NUKE 'EM!

Providing Richter has enough power hearts stashed in his pockets, each of the special weapons has an awesome super attack. Best saved for desperate situations and end of level guardians, these beauties are as visually impressive as they are lethal.



HAIL OF DAGGERS
Save up a meagre 10 hearts and watch as a storm of razor-sharp blades are thrown towards the enemy.

CRUCIFIX EXPLOSION
More lethal than the axe and daggers, the crucifix super-move showers the enemy with deadly crosses at a hefty cost of 15 hearts.

STASIS FIELD
Sapping up 15 hearts when used, the super watch attack encapsulates Richter in stasis, the frozen time field destroying anything it touches.

AXE SWARM
Also using just 10 hearts, Ric
dreds of axes spiralling arou

IT'S THE JACKPOT!

Castlevania is crammed with juicy bonuses that are yours for the taking - just whip the candlesticks to see what prize awaits.

BOSS ORB
Dropped by each defeated guardian, who aren't candlesticks at all in fact! The boss orbs allow Richter to progress to the next level.

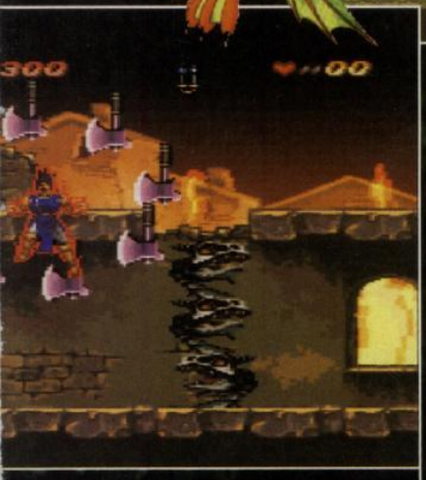
HEART
A heart is lost each time Richter uses his special weapon, so make sure you've got stacks of them on hand.

CASH
It's true, money does make the world go round... well, it increases your score anyway.

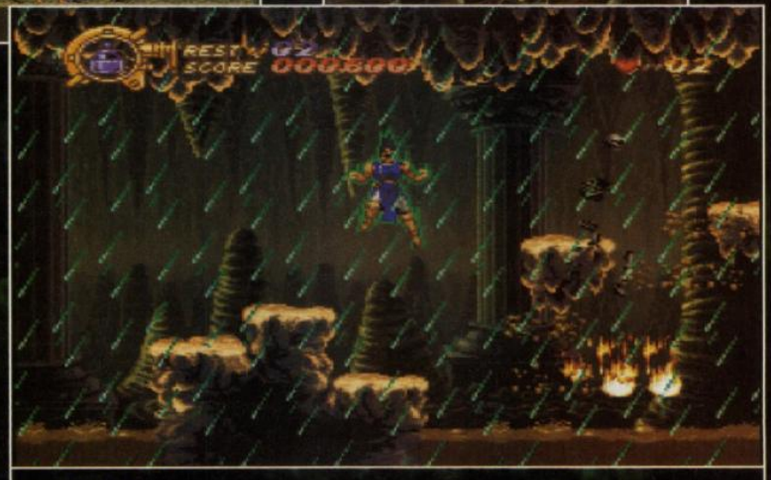
FOOD
Stuff this chicken leg in your gob and watch as your energy level soars!

AMULET
This precious amulet of power is more than just a pretty trinket, it'll nuke everything on screen when touched!

POTION
When the going gets tough, Richter gets invincible! Gulp down the potion to become temporarily hard as nails.



ter uses powerful magic to send hun- the screen.



HOLY RAIN
The most expensive super attack at 20 hearts. Holy water showers down from the skies, burning the evil that lurks on the ground.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■		
ACTION	■	■	■	
CHALLENGE	■	■	■	
REFLEXES	■	■	■	■
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	
WEEK	■	■	■	
MONTH	■	■		
YEAR	■			

GRAPHICS — 85

▲ Slick parallax scrolling is impressive, but the 'heat wave' effect has to be seen to be believed.

▼ Crap animation deteriorates from an otherwise good looking game.

SOUND — 84

▲ The sound is pretty cool and is both atmospheric and tense. Great music.

▼ Sound FX are a bit weedy though. The tunes are nowhere near as grand as in Castlevania IV.

PLAYABILITY — 74

▲ Responsive controls make it easy to pick up and play.

▼ Dumping the all-round whip attack, and its function as a swing was a big mistake. Expect the same thing from almost every level.

LASTABILITY — 72

▲ Vampire's Kiss is pretty tough and you won't reach Dracula too easily

▼ Whether you've got the patience to play it through to the end is another matter entirely

OVERALL — 73

Pale in comparison to Castlevania IV, this is little more than a mediocre platformer with nice graphics but staid gameplay. A disappointing release, especially by Konami's notoriously high standards.

Q&A

READER SYSTEM

Two things caught my eye about the Q and A this month. Firstly, about 40% of the letters I opened were from Ireland and, secondly, there appears to be a revival of interest in all things Virtual Boy related. And I'm damned glad for the both of 'em. Thing is, I first pleaded for more Virtual Boy questions some six months ago, so how come's it's taken so long to get around to writing in with your VB queries? Is six months the time it takes for the info to sink in? If that's the case I'd better put in a request for questions about the Ultra 128 now! In the meantime keep them coming to VIRTUAL KILLER DONKEY BOY 64 QUEST Q&A, NMS, 30-32 Farringdon Lane, London EC1R 3AU.

Q SOCCER SHENANIGANS

Dear Andy
Look, just print this and I promise I won't mention anything biscuit-related.

1. Recently Colin Dunwoodie mentioned a problem he was having with ISS. He is quite right - the game doesn't seem to know what Offside means, and I've had numerous kicks inside the opposition's half after they've taken a goal kick. Also, as Colin says, the game seems to go all funny after scoring a goal. But this isn't to say that ISS is crap or anything - it's the best game I've ever played, but why can't Konami take more care in the programming of the game?
2. When will Final Fantasy 3 and Chrono Trigger come out in the UK?
3. Why don't Nintendo have a release date for the Virtual Boy yet? Is it completely useless or don't they like us any more?
4. Why has there been no mention of any Mario or Zelda games for the Super NES? It seems like it's all fighting games being developed for the launch in December.

JP Sweeney, Derry

A ***Andy: 1. You're totally right, the game hasn't the faintest clue about Offsides. I suggest you take a more positive overview and try to put it all down to a crap ref, or something. As for the graphics corrupting, we've had a copy for ages and have never noticed anything like that happening. I'd take it back to whence you bought it if I were you. 2. Alas, it seems that no UK companies are rich enough to bring these huge carts into the country - 16 meg appears to be the largest size third party companies can afford without vastly increasing the price. 3. Nintendo UK are currently deliberating their marketing strategy for the second half of the year. Their discussions will include a possible release for the brilliant VB. We'll keep you posted. 4. Firstly, the NU64 is now due out sometime in April '96, Secondly rumours are rife concerning both Mario and Zelda titles on the NU64. Rife but, sadly, unconfirmed. Roll on April!***

Q KILLER KWERIES

Dear Andy
All of the following questions are concerning Killer Instinct on the Super NES.

1. Have you any idea what the price will be for KI when it is released?
2. Is there going to be a CD with the game music included in the package?
3. Are all of the characters intact from the coin-op?
4. What is your opinion of the KI conversion to Super NES?
5. Do you think KI is more violent than MK3?
6. Are the screenshots you showed really from the Super NES version? They look absolutely stunning and almost identical to the coin-op.

Mark Cooper, Sheffield

A ***Andy: 1. A sub £55 is being mentioned, doubtless there'll be some heavy discounting from the larger retailers - shop around. 2. They're doing just such a thing in the States, but it has-***

(ABOVE) Inc-er-edible isn't it! Every time I see Super NES KI screenshots I really do get rather excitable. Jings!

n't been decided whether us UK gamers are worthy of a such a treat. 3. Yes, although the character, Cinder, didn't quite make it. Thankfully, according to Nintendo UK, he's back in now. 4. Put simply, it's a scorcher. 5. I don't reckon, but it's miles better. 6. Emphatically yes - every last man-jack of 'em. Good aren't they!

Q QUANDO, QUANDO

Dear Andy
I own a Super NES and a Game Boy. Can you please answer these questions.

1. In issue 29 you said Fantasy Football League was coming out on the Super NES in 1995, but when?
2. Will there be any more Football Management sims coming out?
3. Do you think J Wharton form Skipton is mad for saying Kevin Keegan's is liquid turd?
4. In issue 20 you did a write up about two horse racing games called family Jockey and Winning Jockey. When are they going to be released?
5. Do you feel stupid for writing that "a cricket game would be about as interesting as Super Grass Growth or that other clas-

sic, Sim Paint Drying?", as Super international Cricket was given 82%?
Mark Franklin, Saul

Andy: 1. Although no firm release date has been announced, I wouldn't expect it until the new footy season starts. In fact, seeing as the concept of Fantasy Football requires a level of interaction and storage not possible with a cart, I wouldn't expect it at all. 2. I hope not. 3. His statement was a momentary burst of sanity in a crazy world. 4. Sheesh, that's was almost two years ago. Look, horse racing games are bob, nobody in their right minds would consider owning or releasing such a waste of Silicon. 5. International Cricket was reviewed by a cricket fan, from a cricket fan's perspective. As someone who considers Cricket to be the single-most nullifying sport ever created, I stand by what I said, 82% or no.

DKC?
5. What is the saddest review you ever did? What was it called and what did it score?
Tim Whitehead, Bristol

Andy: 1. Spoil yourself and get 'em all. But if you don't happen to have £300 spare I'd get KI first, followed by DKQ, ISS2, Doom and EWJ2. 2. FX Fighter was indeed a prominent feature of Nintendo's release schedule - until Killer Instinct appeared - whereupon it promptly and somewhat curiously disappeared entirely. The self same game may now be found gracing PCs across the nation. 3. The NU64 is technically the best and should blow the rest away. The Super NES should be around for a couple of years yet - especially if they keep managing to pull games like Killer Instinct out of nowhere. 4. That the sequel surpasses the original in terms of quality is generally the idea. So, yes. 5. By far the worst game we ever reviewed was Road Fighter on the NES, scoring nine of your Earth percents, but that was in the days before NMS. More recently Paul cites Lamborghini on the Game Boy and Kyle Petty on the Super NES, whilst Steve Merrett fondly remembers Family Dog. As a rule, if games are too cack we don't put them in - waste of good paper.

HE CAME FROM PLANET CLARE

Dear Andy
Please answer these questions cos they're bugging me.
1. When will Theme Park be coming out? I rang my local shop and they said there were no plans for its release.
2. There was a letter a couple of issues ago about the price of games. When will the price be fixed?
3. If there is a sequel to Super Mario Kart, will it be on the Super NES of NU64?
4. Are there any more Sim City games on the Super NES?
5. Name your top five Game Boy games.
6. Will there be an adaptor, like the Super Game Boy, that allows you to play Super NES games on the NU64?
7. Will there be any Kirby games on the Virtual Boy or NU64?
8. Will Nintendo release any new consoles after the NU64?
Kevin Pilkington, County Clare

Andy: 1. According to our information it should be out now - check with a few other retailers. 2. That little matter is still under consideration - ie, no decision's been made yet. 3. Who's to say? NU64, I hope, but I doubt there'll be a sequel. 4. There's Sim City 2000 and it's great. Ocean have the rights for the game and plan to release it just as soon as they can find someone to translate it! 5. My current top five in no particular order are: Donkey Kong Land, Mario's Picross, Kirby's Dreamland 2, Galaxian/Galaga and Earthworm Jim. 6. Now there's an idea - any hardware manufacturers out there listening? 7. Given that the NU64 will have a higher user age profile, I doubt that kute and kuddly Kirby is really the right character for the machine..8 Blimey! We haven't even seen the NU64 yet. I daresay that, in about 3-4 years' time, new technology will come along at the right price that'll make the NU64 look a bit shabby and we'll have another new machine to save up for. We may even have some sort of on-line system by then for games on demand. Hey, the future's great, innit!

(ABOVE) Telero Boxer on the Virtual Boy - Just like being there, in the ring with a virtual boxing robot thingy!

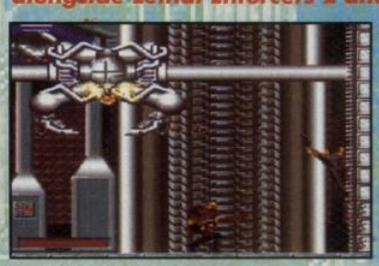
SEQUELITIS

Dear Andy
Please could you answer my questions or I won't buy NMS again!
1. Which should I buy first, second etc, when out? Killer Instinct, Earthworm Jim 2, Doom, ISS2 and Diddy's Kong Quest.
2. My brother told me about a new beat 'em up that is coming out called FX Fighters, is this true?
3. When the new consoles come out, which will be the best? Will the Super NES stay in?
4. Will Earthworm Jim 2 be better than EWJ1? Will Diddy's Kong Quest be better than DKC?
5. What is the saddest review you ever did? What was it called and what did it score?
Tim Whitehead, Bristol

DEMOLITION MAN

Thanks for the Superb mag, now please answer my superb questions.
1. Will Nintendo release a monitor for the NU64? Nintendo boasts it can perfect, crisp graphics. But without a monitor they would be wasted. Will the NU64 support HDTV?
2. Sega, Sony and Co. are releasing accessories that allow movies to be played off CDs. Will Nintendo release a CD add-on for films etc, or can films be played off carts?
3. Will Namco and Capcom be developing games for the NU64?
4. What happened to the development of the following games for the Super NES?
Akira, Undercover Cops, Lethal Enforcers 2, FX Fighters, Demolition Man and the Mask.
5. When I finish my A-Levels I would like to go on to a career in graphical modelling such as the techniques used in Donkey Kong and Killer Instinct. However, I need to get some more information together about qualifications and training so I could do with the addresses of companies like Rare. Please help.
David Joseph, Eccleshall

Andy: 1. No, but there are plenty of compatible ones around and most modern TVs have SCART compatibility. 2. Nintendo have not ruled out the possibility of a CD-based add-on. In fact, if you study the picture of the NU64 there is what appears to be an expansion port on the top. Whether it'll be able to play movies, I don't know. 3. Rumours abound. Patience will reveal all. 4. Akira's looks liked it's been shelved, alongside Lethal Enforcers 2 and FX Fighters. Undercover Cops is out in the States I believe and as for the Mask and Demolition Man, both are alive and well. Demolition Man's already out, in fact, and rather good too. 5. Comapnies like Rare and such are unlikely to train you on the job, so it won't be much use passing on their addresses. You're far better off looking for a college course that specialises in computer graphics - there are a ton of them around and your teachers should be able to help. You'll probably need a good background in art or technical drawing, though.



SEAL'S MAILBAG

Mailbag®

There's nothing like a bit of lively discourse, and that is certainly what I've got for you this month - thanks, in no small part to the opinions of messrs. Rob Jenkins and Imran -Yusuf whose grand ideas seem to have got up a few noses out there. That aside, where's all my cards then?And what about the cake and presents? It is my birthday after all - three this issue. Well, if you're not going to celebrate Ocean certainly are and they're offering the sender of what I consider to be the best letter or picture one of their fine Super NES games. So, given that they've just taken up the rights to the amazing Doom, I'd say that was pretty good reason to get scribbling this instant to: SEAL'S SWEATY SUMMER SATCHEL OF SIGNIFICANCE, NMS Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

IMRAN CAN

Dear SEAL

In issue 34 I wrote in backing up Rob Jenkins about the delay over the NU64. You said in your reply, "I suggest you and Rob Jenkins go right ahead and buy whatever new machine you choose." Well, after reading that I can say you can just ram that comment down your throat. I just want to point out that I am 100% loyal to Nintendo and would never play another machine and, if it came down to it, would wait a million years for an NU64. Now that I've got that off my chest, I would like to comment on Racism in games, even though it isn't direct. If there's a marriage between two people in a game, they'll have a Christian wedding. If there's a hero in a game (Mario, Luigi, Ken etc) they'll most probably be white. I know it hasn't been complained about before, but if games can show people from different cultures, they should. If you look at some games - not all of them - you'll see that if there is a coloured person they will be slightly inferior to other characters. I am not saying programmers are racist, I am just saying they're not looking at all their options. Thank you for printing this letter, it just shows that NMS is open to all matters in video games.

Imran - Yusuf, Harrow

SEAL:Interesting point. I wouldn't say that game programmers go out of their way to misrepresent those of different cultures. Rather they try and appeal to the largest common denominator, which is largely those of European origin in this particular market. That's no excuse, of course and, personally speaking, I would welcome more ethnic diversity in games generally - in fact, I'd go as far as to say it's a responsibility of those companies that have global marketing strategies. What do the rest of you think?

IMRAN CAN'T

Dear SEAL

I completely disagree with Imran Yusuf who wrote in, in issue 34. Nintendo are making the right decision in holding back the NU64 until 1996 to give the Game Boy and Super NES a chance to show us what the are capable of. I admit Nintendo should release the NU64 the same time in the UK as in the USA and Japan, as this seems unfair to us Brits. Nintendo have always proved that their consoles' standards are higher than any other in the world, and have always made the right decisions for the customers and themselves, So I'm ready to back Nintendo's every decision all the way to the end. Anyone who thinks any different can't really call themselves a Nintendo fan, can they?

Chris Ronson, Hartlepool

SEAL:I reckon Imran might disagree with you on the point of not being a true Nintendo fan. Personally, I think it's time we laid this NU64 release date issue to rest. We're all pretty confident that the machine will be significantly better than the competition and Nintendo have a proven track record of excellence in both hard and software. They've also shown that there are still more than a few surprises left in their existing platforms. So, in the words of the not-so-great John Major - it's time to put up or shut up.

ANCIENT HISTORY

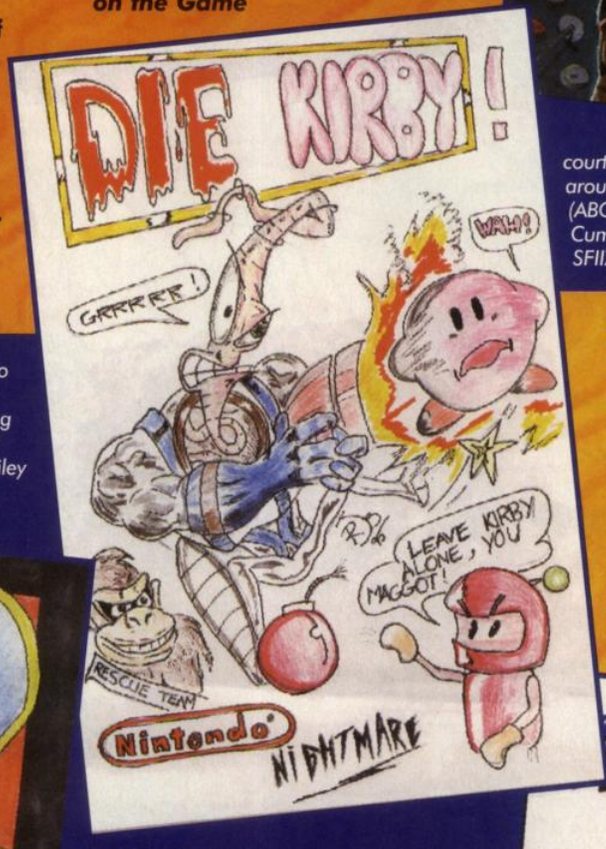
Dear SEAL

I have been buying your magazine ever since I've had a Super NES when the magazine was Mean Machines. Since NMS started I have not missed many issues. I am quite observant and I noticed very soon that NMS was the Official magazine. At that time I wondered if that job entails being biased in favour of Nintendo. I didn't notice any such prejudice in the reviews. However, more recently, the prejudice seems to be materialising. To draw one example, the Super CD. While the hype was hot, NMS was worshipping it. When it became a dead duck, it became crap. Okay, to be reasonable, a few months ago my family purchased a PC. It has a double speed CD drive, but even that feels sluggish. The question I am asking is why were NMS not bringing this to light before Nintendo? To cap it all, in your recent NU64 feature you stated that Nintendo have placed an extra socket underneath just in case they decide

to add a CD drive. So now Nintendo are undecided and so are NMS. If this is the price tag of being the official magazine, Nintendo can just sod off!
Timothy Wogan, Ilford
SEAL: The Super CD was fine as a concept and, as such, we were duly excited at the prospect of a mass storage system for the Super NES. When it failed to materialise I certainly don't recall us saying it that it was a crap idea all along - if we stopped writing about it, it was because there was nothing to write about. The reasons why it became a no-show are all too apparent now, in the light of the speed/information retrieval problems suffered by most current CD-based systems. A fact Nintendo must have been aware of all along - they certainly didn't need us to point it out to them. As far as Nintendo keeping their CD options open with the NU64 - what's wrong with that? Maybe soon CD units will be fast and cheap enough to deliver as speedily as silicon-based carts and I'm sure we'll all be grateful for that.

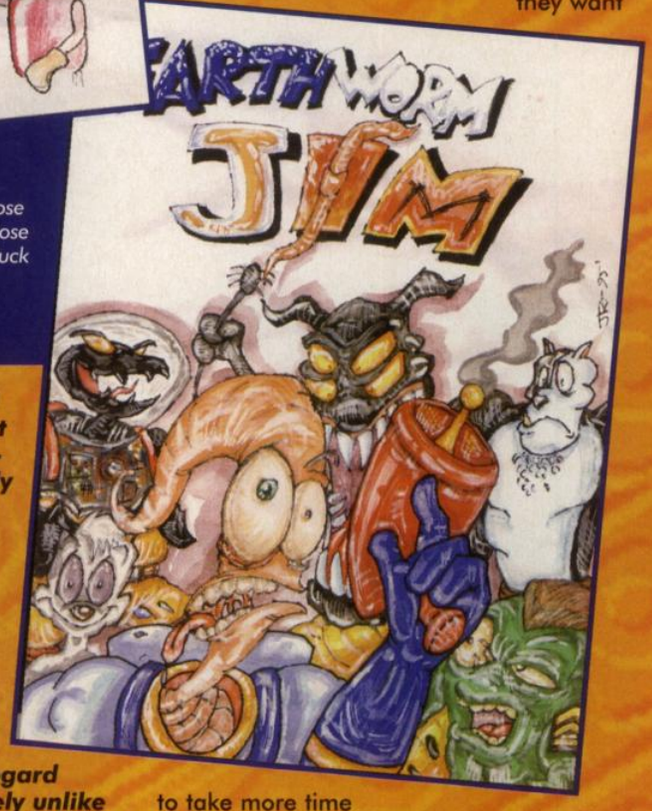
weren't nearly as detailed or had as many good backgrounds and hardly any colours. When you look at Chrono Trigger you get brilliant backgrounds, great colour and some mode-7 but that only scored 96% when DKL got 97% - eh!? Are you crazy? Where has your eye for good review marks gone? Rethink those review marks NOW, or else people are going to start wondering about you.
John McGillivray, Glasgow
SEAL:John. Johnny-boy. Johnny m'lad. OI, STUPID!!! Let me point out one small detail that you, in your ranting insanity, have overlooked - Donkey Kong Land is on the Game

(ABOVE LEFT) TJ in training courtesy of M. Rahman. Is that his mum poking her head around the door?
(ABOVE RIGHT) Felt tip frippery courtesy of Andrew Cummings. Unfortunately 'here we "don't" go again as SFIIX looks destined never to appear.



(LEFT) It's Seal's mecanical mailbag according to Matt Holland of Ipswhich.
(RIGHT) Methinks the Kirby backlash is gathering momentum and so does Robert Butler of Dorset
(BELOW) More Jimmery, this time from Tom Bailey from Herts. Groovy!

(RIGHT) Ooh, Jason Ruddy came so-oo close to being chosen as this month's winner. Close but, sadly, not close enough so, er, tough luck Jase-young-fellow-me-lad.



64-BIT SUPREMACY

Dear SEAL
The one thing no-one seems to have noticed is that the NU64 is a true 64-bit console, whereas the Saturn and Playstation are mere 32-bit. The nearest competition is the 3DO M2 upgrade which hasn't much support and the Jaguar which has two 32-bit processors - not true 64-bit - and the Jag's software support is like the Lynx's. Nintendo's way of life is quality and they take their time to make that quality to the best of their abilities. If they want to take more time to make their super console better - let them! It doesn't matter if a million Rob Jenkins' and Imran Yusuf's do sign a petition, Nintendo will not put out a second-rate machine to coincide with Sega's and Sony's release dates. Another major point

WASS DIS GAME BOY FING DEN?

Dear SEAL
I read your magazine every month and have to say it is brilliant in every part. However, when I got issue 34 and read the free booklet I was shocked to see the graphics for Donkey Kong Land got better than Chrono Trigger, Mortal Kombat 2, Secret of Mana etc... when DKL's graphics

Boy whilst Chrono Trigger and co are Super NES games. What would be the point of comparing graphics from two distinctly different machines? If we did that all Game Boy games would score about 12% for being small, green and crappy. No, we judge the graphics of each game in terms of how well they compare to other games for that particular machine and how well they make use of that machine's graphic capabilities. In that regard Donkey Kong Land is completely unlike anything else that has come before on the Game Boy - in fact, I don't think we scored it highly enough! Now, come on, you were having me on back there, weren't you? You can't really be such a dork?!

OCEAN PICTURE OF THE MONTH!

Dear Seal,
Why, oh why do games of such very high quality as Muscle Bomber, Final Fantasy III, Fatal Fury Special and Mystical Ninja II...
...fail to get official releases in this country, when...
...games of such low quality as Power-Rangers, Ryan Giggs Champions Soccer and Pit-Fighter do? If they were on the Mega-drive they would have been long ago!
ME!
Surely, you as the only Nintendo license holder For magazines, could have a small word in Mr. Nintendo's shell-like and advise him on what games would sell here. O.K. so F.F.III and M.Ninja II might cost a bit more than the average cart, but I can't see them not outselling Pit-Fighter or Ultraman. Crap games kill Consoles... even great ones.
Geese Howard + Chris Fraser

CRAP GAMES KILL! KILL CRAP GAMES!

Chris Fraser, Bournemouth

SEAL:It's true that many a crapola game gets released in place of better ones. The decision, at the end of the day, is usually a matter of economics. Games like Final Fantasy 3 and Mystical Ninja are generally 16-meg or more, therefore are very expensive to produce. Weigh that up against the fact that they have a fairly limited appeal when compared to well-known licences like Ryan Giggs and the Power Rangers and you'll start to understand why they get passed over. Frustrating, I know, but that's the way it is in these hard times of ours. I thought your illustration was brilliant, by the way. More please - perhaps a portrait of me.

(RIGHT) A girl and young bear comapnion exchange cross words with a big bird lookalike whose legs are made out of string in Christopher Drew's drawing.

is that the NU64 is aiming towards a £250 price. The Saturn is destined towards the £399 mark and the Playstation between £250-300. I wonder how much a true 64-bit Saturn would cost? £600? And a 64-bit Sony - £400? The true fact is that Nintendo is way in the lead in the console market. Now figure that one out for yourself.

PS I don't work for Nintendo

Lee Turley, Birmingham

SEAL:What you say is indeed true and Nintendo will succeed because they're not concerned with winning the race to get the first super console out or selling the first 20 thousand machines. Rather they want to get the NU64 right first time and sell 20 million units. And they've got a proven history of doing just that. Witness the way the Super NES stormed in - after the Megadrive - and completely cleaned up. For further proof of Nintendo's confidence take a look at their product portfolio - the NES, the Super NES, the Game Boy and the Super Game Boy - a small but self-assured range. Now let's take a gander at Sega's - the Master System, the Game Gear and - oh dear, it all gets rather messy from here - the Megadrive and Mega CD in innumerable incarnations in what can only be viewed as a desperate attempt to shift units. Let us not also forget the 32X (or the 32-why, as Tim Boone famously said), and the less said about the Saturn the better really. Now figure that one out for yourselves.

GRRRRR!

Dear SEAL

Publish this, it is of the utmost importance to the Nintendo Mad Public (NMP). This may upset Paul Davies - King Kirby is the saddest person ion the entire universe! This Kirby madness is ruining Seal's Mailbag. So is this rap rubbish that everybody writing in - it doesn't even sound right, so stop it. Sorry Seal. So, King Kirby, I don't care of you show me 300 episodes of Power Rangers, you are sad, and to all you rappers - Stop! It's almost as bad as pathetic poetry. The NMP will now thank me for this.

David west, Fareham

SEAL:Aw, don't be such a spoilsport. I only put the crap raps in for a good laugh and all the Kirby carry-on is there to generate a bit of interaction - it certainly got you to put pen to paper.

The NEXT GENERATION of gaming MAGAZINES

OVERLOAD

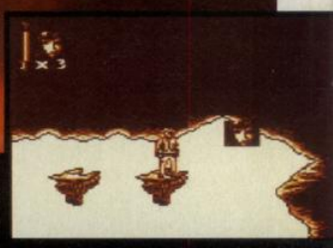
Discover the FACTS on 1st SEPTEMBER

IN PROGRESS GAME BOY

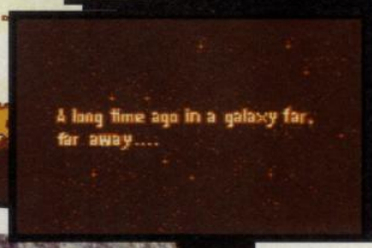
It's becoming something of a trend with Game Boy games at the moment - more or less exactly replicating Super NES games, that is. It's happened with Earthworm Jim, I almost don't need to mention Donkey Kong Land and now THQ reckon to have done it with the third in the Star wars series - Return of the Jedi.

Exclusive®

The game itself is currently in an early stage of completion yet is already shaping up very well and indeed does bear more than a passing resemblance to it's 16-bit big brother, cramming in, as it does, nine full and very varied levels of top Empire disrupting mayhem featuring all your favourite Star Wars characters. Jedi is provisionally slated for an October release. NMS applied a little force and managed to secure an EXCLUSIVE 'Han's on first look.



Super STAR WARS RETURN OF THE JEDI



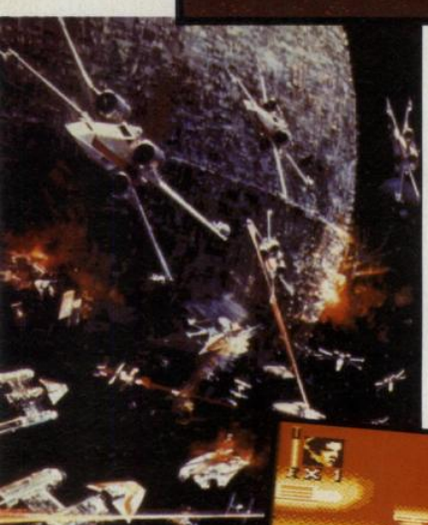
Commander, I hope for your sake the new Death Star will be completed by the time the Emperor arrives. He is not as forgiving as I am.

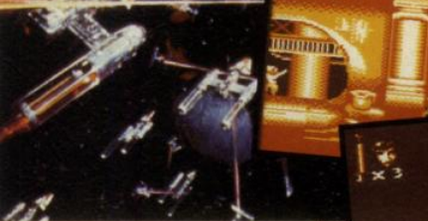
TRIPLE THREAT

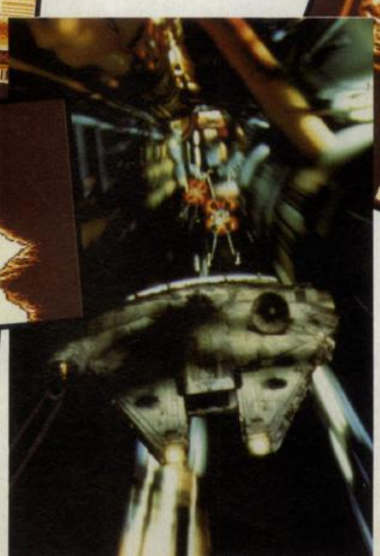
The first similarity twixt Game boy and Super NES versions of the game is that the programmers have managed to include all the main characters, with the player being able to choose three from a possible five characters from the movie. On the first couple of levels this choice is restricted to Luke whose weapon is, naturally, the light sabre, a gun-totin' Chewbacca and Leia who carries for protection a, er, rather big stick frankly. Once Han Solo is rescued from the vile Jabba players may select him too, and still further into the game on the wooded world of Endor, Wicket the Ewok becomes a playable character. Like, top arrow-firing teddy bear action ahoy, mateys!

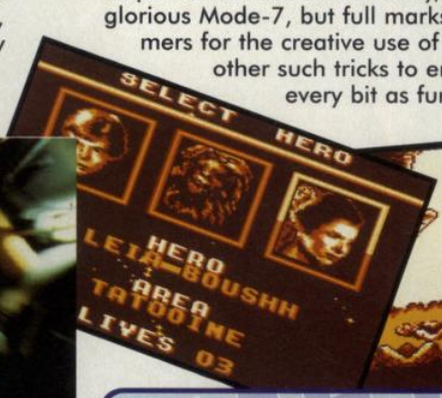
DEPECHE MODE 7

Despite the not insignificant advances made in Game Boy programming technology recently, there are still a few things the machine can't manage, Mode-7 being one example that springs to mind. This is a bit of a shame really, for the use of Mode-7 has been instrumental in providing much of the action in the Super NES version of Jedi, being used to spectacular effect in the Landspeeder, Speedbike And Millennium Falcon levels. The good news is that the Game Boy version of the game has included all these sections as part of its nine levels. Okay, so they're not in glorious Mode-7, but full marks to the programmers for the creative use of perspective and other such tricks to ensure the action is every bit as fun as the original.







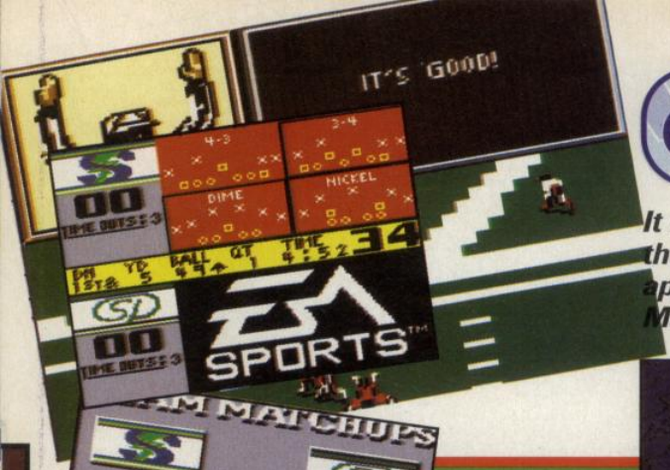


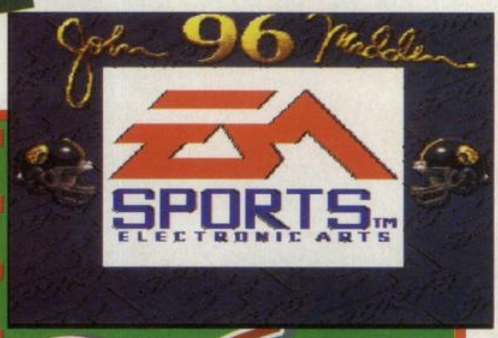
GAME DATA

- GAME: RETURN OF THE JEDI
- BY: THQ
- RELEASE: OCTOBER
- GAME TYPE: PLATFORM
- PLAYERS: 1
- CART SIZE: 2 MEG

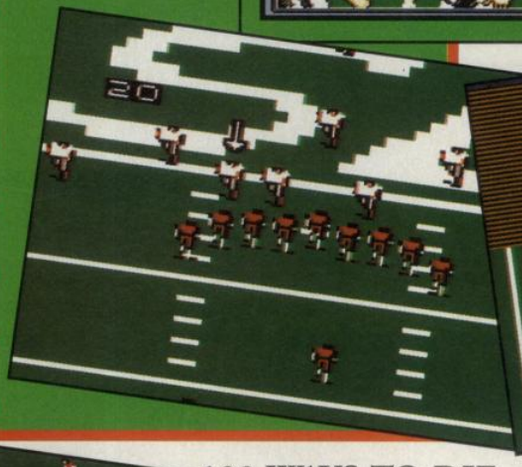
GAME BOY IN PROGRESS

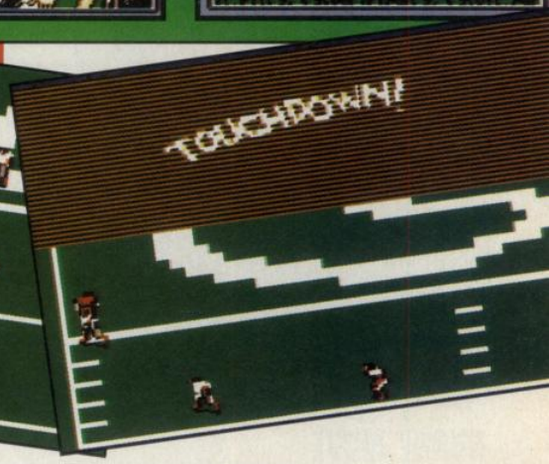
It must be summertime again. How do I know? It's not the fact that the trees are in full bloom or that shorts are the favoured item of apparel in the NMS offices. It's because the latest brace of John Madden games are out. You could set your watch by 'em. Possibly...





The Madden games have been around on 16 bit for some years now. But with each new release the differences between the new and old games become less and less marked. Well, there are only so many ways in which you can better an already fine product. Thankfully this isn't the case with Madden 96 on the Game Boy, which is only in its second incarnation and can still boast a whole kitbag of improvements over its predecessor. here's a brief run-down of a few:





100 WAYS TO DIE, CHOOSE ONE

To say that American Football is a bit of a rough, big lads' game is a bit of an understatement. To say that the players wimp out by wearing immense amounts of body armour and are in fact not as hard as our rugby players is, well, at least half true. Maybe. Anyway, to make up for our American cousins' Walter-prince-of-softies behaviour, the programmers of Madden '96 have managed to cram into this four meg wonder an amazing 100 ways for the big lads on this little screen to hurt each other. Now that's quite a lot of ways. All together now - oooh, you're hard!

FAR FROM THE MADDEN CROWD

Okay, so the rest of the improvements are fairly standard stuff. However, when they include a fully updated roster of yer "actual" NFL teams and players, updated rules, increased speed for more realistic play, a new perspective, enhanced computer intelligence and a two-player compatibilty for the Super Game Boy, well, we really should doff our caps in respect, shouldn't we. Besides which, that John Madden's a bit of a big bloke, you know, I wouldn't want to upset him...

GAME DATA

- **GAME:** MADDEN 96
- **BY:** THQ
- **RELEASE:** OCTOBER
- **GAME TYPE:** SPORTS SIM
- **PLAYERS:** 1
- **CART SIZE:** 4 MEG

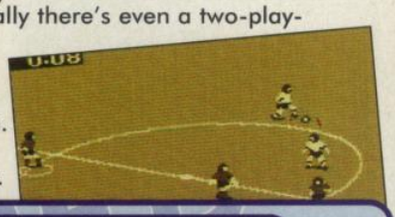
FIFA SOCCER 96

Prepare yourself for a cataclysmic event somewhat akin to a tidal wave due to hit our machines this Autumn. A giant "tsunami" made entirely of football games - everybody's to be planning one. There will, of course, be casualties. Many will fall injured by the touchline whilst others will go on to seize the day...

Hotly tipped to take the trophy this season is THQ/EA's FIFA Soccer '96 for the Game Boy. Like last year's effort, FIFA '96 is being programmed by Probe. And like any sequel worth its salt, this year's model is boasting a host of improvements. NMS joined FIFA at its training camp, had a bit of kick around and then spent half an hour flicking wet towels at it in the changing rooms. All in the name of bringing you this EXCLUSIVE first look.

BOBBY MORE

Without putting too fine a point on it, the watchword with FIFA '96 is more - lots more. This game is already cramming more stuff i than you'd expect from most Super NES footy games. Let us start with the 200 international teams, each with a full roster of players. Now let's take a brief shufty at the enhanced CPU intelligence - no longer will players be able to slip one past the goalie using the same old tried and tested tactic. Next we have increased speed and player animations for more realistic action and finally there's even a two-player mode for Super Game Boy owners to have more fun. I think the word is blimey.



A LEAGUE OF YOUR OWN

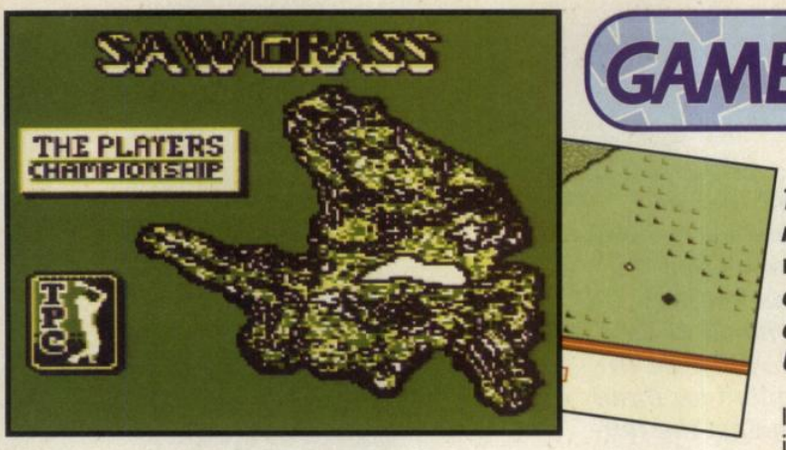
There are four ways to enjoy your FIFA-ing - Friendly, League, Tournament and Playoff.Once you have selected your mode of play, you are then confronted by a further nine choices of league from which to select your squad, including Brazilian, Italian, English and World leagues. The English league weighs in fairly heavily at 22 teams but pales next to the 62 team might of the World league. And the choice overload does not end there either and each team is fully editable in virtually any way you may care to mention - substitutions, strategy, team coverage, formation, the whole shooting match!

I DO NOT BELIEVE IT!

It seems to me that the increased artificial intelligence in FIFA '96 has not stopped merely at improving the awareness of the goalie for, apparently, the players have learned how to speak too. Just score a goal, if you're looking for proof, and watch the opposing team proclaim their disbelief as you somersault across the pitch in jubilation. Gives A player a real sense of achievement, that.

GAME DATA

- GAME: FIFA SOCCER '96
- BY: THQ
- RELEASE: NOVEMBER
- GAME TYPE: SOCCER SIM
- PLAYERS: 1/2
- CART SIZE: 4 MEG



The summer's definitely here. The days are long, the nights balmy. Nature's glories are in abundance. So what better way to enjoy it all than by pulling on a pair of comedy trousers and humping half a hundred weight of stainless steel golf clubs around a series of the USA's most fearsome courses?

I know, it's a totally duff idea - much too sweaty. Much better an idea is to grab yourself a copy of THQ's forthcoming Game Boy goodie - PGA Invitational (provisional name only), grab yourself a long, cool drink and do all of the above without moving from the comfort of your deckchair and definitely without the necessity to don embarrassing knitwear. Fans of the PGA series will immediately recognise that PGA Invitational utilises the same, highly precise control method, but there are a few new and exciting features that differentiate this little cart from its predecessors. Here's how...

PGA TOUR *Invitational*

COURSE YOU CAN, MALCOLM

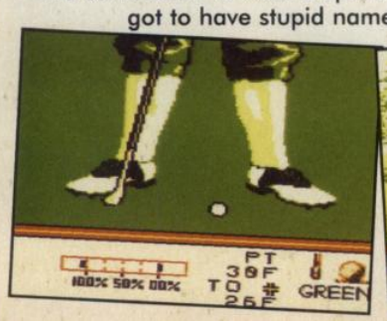
PGA European Tour was a pretty remarkable affair in that it managed to squeeze four - count 'em - full-sized golf courses into a Game Boy cart. a feat all the more impressive considering that most Super NES golf sims manage only one. So hats off and a warm handshake to PGA Invitational for managing to go one better and have five full-sized courses in. Not only that, but they're all of the big and impressive American style. They are, in no particular order, Summerlin of Las Vegas, Sawgrass in Florida, Avenel of Potomac fame, Woodlands near Houston Texas and Scottsdale from the dusty state of Arizona - plenty of sandtraps on that one methinks.

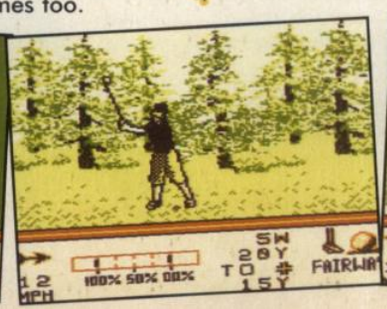
POETIC PROS

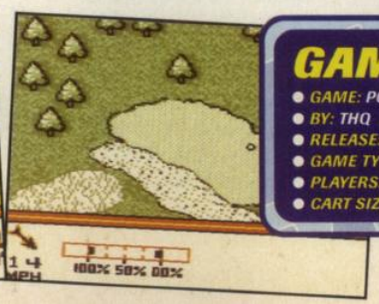
PGA Invitational is a one or two-player game in two interesting ways. Players may choose to take on either a computer or human opponent or, if they're feeling particularly lazy it is possible to choose two cpu-controlled players and watch them slug it out - just like on telly. Probably. There are eight cpu players to play with, all of them world-class professionals including such celebs as Fuzzy Zoeller and Davis Love the Third. In Pro golf, you see, not only is it a prerequisite of the contestants to wear stupid trousers, they've got to have stupid names too.

THREE PLAY

If all the above is not enough to whet your club-wielding appetites how about three exciting ways to play this game? PGA Invitational offers human or computer players the chance to practice a round of any of the five courses on offer. This option comes highly recommended as it saves embarrassment in either of the remaining two play options - the Tournament where the gamer's skills are pit against a host of other CPU players or, for the greedy, the Skins game where vast sums of money are offered to the winner of each hole. Not as glorious as the Tournament but far more profitable.







GAME DATA

- GAME: PGA INVITATIONAL
- BY: THQ
- RELEASE: OCTOBER
- GAME TYPE: GOLF SIM
- PLAYERS: 1/2
- CART SIZE: 4 MEG

SPECIAL FEATURE

VIRTUAL

There's been a lot written about Nintendo's Virtual Boy over the last few months. Sadly, much of it has been very negative with various industry "pundits" criticising the machine for being gimmicky and not next generation enough. However, Nintendo made no claims that the VB is a next generation machine, preferring instead to market their bizarre creation as a toy. They are, however, utterly convinced of the VB's virtues and in the States are backing up the launch with a tie-in deal with Blockbuster Video, whereby the unit can be rented for three nights with three games for $9.99; a sum redeemable against the purchase price of the unit when they inevitably choose to buy one.

Naturally, this being the UK, no such offer exists as yet. In fact, Nintendo haven't yet made their minds up as to whether the Virtual Boy is ready for the UK market. Or, should I say, whether the UK market is ready for the Virtual Boy - bunch of old tired old cynics that we are over here. Whatever the case, whilst the rest of the world plugs in, we're being left until last - again! Well, let me amend that - YOU are being left until last because we've already got one, and we can happily report that it is a very cool machine indeed! Not a next generation machine by any stretch of the imagination, but certainly not a toy either. Consider this, though, the Virtual Boy is the *only* piece of kit to be released recently that tries to do something markedly different. Respect for the Virtual Boy, I think, is long overdue...

Of course it would be totally cruel of us not to share our good fortune with you, our beloved readers. So join us please as we enter Dimension X and unveil the finer points of the Virtual Boy and the five games that were available when it was released in Japan at the end of July.

BOY AM I SWEATY

So, how does it actually feel to get inside a Virtual Boy? Frankly, on sultry Summer days like these, it feels remarkably sweaty. The light baffle that the player peers in through is fabricated from a spongy wetsuit-type material that certainly fulfils its obligation as a device to shut out external light, but which also exceeds spectacularly in the making-you-sweat department. It scores similarly well in its ability to soak up sweat. Don't let any sweaty betties anywhere near your Virtual Boy. You have been given fair warning.

(ABOVE) A couple of interesting elevations of the Virtual Boy that clearly show the light shield. What you can't see, though, is the pint of sweat that the spongy material has collected.

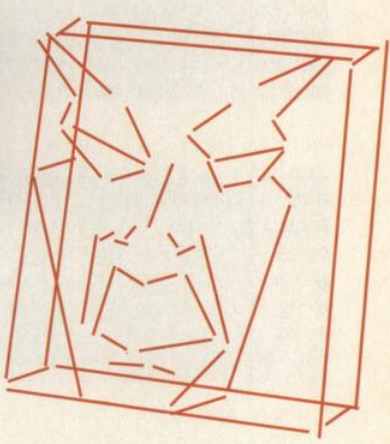
PAUSE FOR THOUGHT

Staring at the Virtual Boy's display for protracted periods of time is not a pastime that Nintendo recommend. So, in an effort to limit the time a gamer actually sits in front of the machine each cart comes equipped with an Auto-pause function that effectively ceases the action every five minutes or so, so that players can take a "brake" as the Japanese spell it. Hard gamers may opt to turn this function off. However it really is worth taking a pause - too long at the Boy and you get a serious red line on your face. Highly comical.

(LEFT) *Aha! So this is what the carts look like. Actually, they're little bigger than Game Boy carts in physical size, although they can store up to 16 megs in memory. Notice also the little bit of plastic to protect the cart. You're guaranteed to lose it.*

BOY IS REALITY!

Exclusive®



(BELOW) *Sheesh! two D-Pads and six buttons. The big square bit in the middle is where the batteries or AC adaptor go. The whole thing works surprisingly well.*

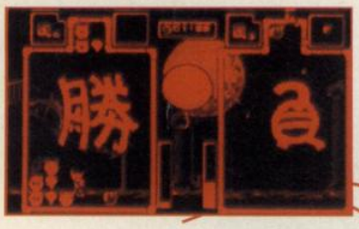
SONICS THE HEAD-JOG

Given that the Virtual Boy boasts 32-bit technology at the heart of its CPU, you'd have thought Nintendo might have tried harder with the machine's sound chip. Sadly, the machine's sonics are somewhat akin to slightly improved Game Boy sounds in terms of quality. Although the surround effect created by the two speakers mounted either side does work well and the occasional bit of speech spices things up some.

SPECIAL FEATURE

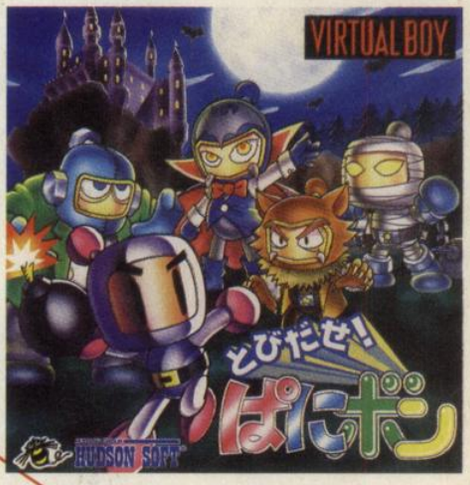
DEPTH CHARGE

Moist foreheadular experiences aside, the Virtual Boy has other facets that we should really touch on. It is, after all, famed for the three dimensional experience it offers gamers, that ranges from just a few layers to total immersion. Here's our view of the first five games to be released.



PANIC BOMBERMAN

Hudsonsoft's Puyo-style puzzler is an unlikely candidate for a VB release, yet it makes impressive use of the machine's 3D capabilities in the intro and intermission screens. The game itself is fairly unremarkable with players lining up three or more icons of the same type to defeat a series of CPU opponents. During the matches a variety of multi-layered backgrounds scroll past, just to show that the game does use the VB's 3D routines. It's quite ridiculously easy to finish too. Ah well.



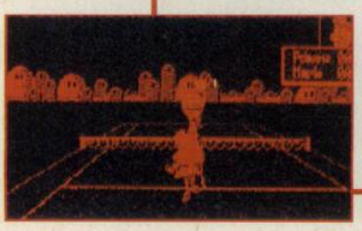
RED ALARM

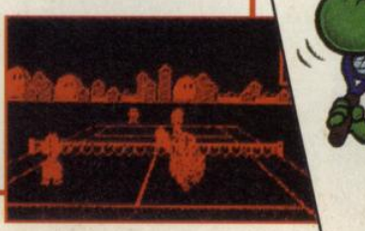
Of the five games available at launch, T&E Soft's Red Alarm is the only one that offers gamers a true three dimensional experience. One player pilots an Arwing-esque fighter in a titanic battle through space stations, caverns and even underwater against fighter ships, Assault suits and some of the oddest space-beings yet seen. Both D-Pads and all of the Virtual Boy's six buttons are utilised to pilot the craft, there are plenty of pick ups and it's as challenging as heck! The vector graphics are all in outline rather than filled, which can cause confusion at times. But with the choice of three viewpoints and tremendous sense of "being there" the game engenders Red Alarm is a real gem. Genuinely great!

MARIO'S TENNIS

It was inevitable that Nintendo would launch the Virtual Boy with at least one cart featuring their flagship character - there are, in fact a further two we know of in the pipeline. As far as that idea goes Mario's Tennis works pretty well as it manages to cram in a whole team of Mario characters for one or two gamers (Mario's Tennis makes use of the VB's Playlink facility) to play as and against. The characters themselves come across as animated cardboard cutouts, but the tennis court itself has decent depth thanks to mode-7-esque 3D. Needless to say, all the regular play options are there - singles, doubles, tournaments -and all of the eight selectable characters have their own abilities. Plays pretty well too. A bit of a grower, we reckon.

(ABOVE) It's a shame that these pics cannot convey the amazing sensation of total immersion created in Red Alarm.

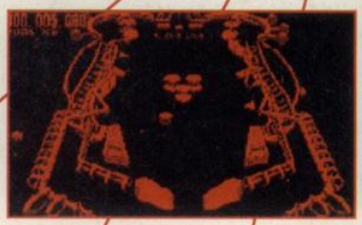




SPECIAL FEATURE

GALACTIC PINBALL

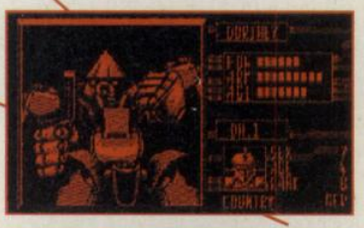
What better theme for a futuristic machine than futuristic pinball. At least that's the concept behind Nintendo's Galactic Pinball. The game offers a single player the choice of four space-themed tables upon which to spang a space age puck - not a ball -around and rack up the, doubtless, space age points. Each table has unique special features that generally make good use of the VB's 3D capacity - ramps that go above and underneath the playfield, meteor storms that strike unexpectedly, alien attacks that test your shooting skills - and all with an impressive feeling of depth. The cart has a battery back-up too, to save highscores. A feature that makes this cart the current office favourite.

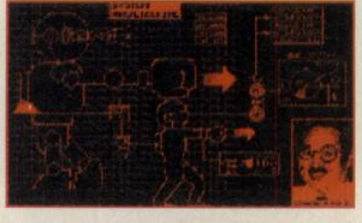


TELEROBOXER

Nintendo's Teleroboxer may turn out to be a bit of a grower too - certainly it is the least played of the five games around the NMS office. Basically it's Punchout but with futuristic battle droids as its combatants. Like Punchout, each character has their own signature moves to add to the already full complement of jabs, hooks, body blows and uppercuts. The characters are fairly flat in nature, yet the 3D works well and you do find yourself flinching from time to time. It's tough too, although this is not helped by the fiddly control method. Also Teleroboxer is supposedly linkable with another Virtual Boy, which could significantly alter the game's appeal. As soon as we've saved up for another machine we'll let you know.

(ABOVE) Its a futuristic boxing cyber-roo from the planet Zarb! I'd tell you more about this character's nuances but, alas, I got my ass kicked in the first round!

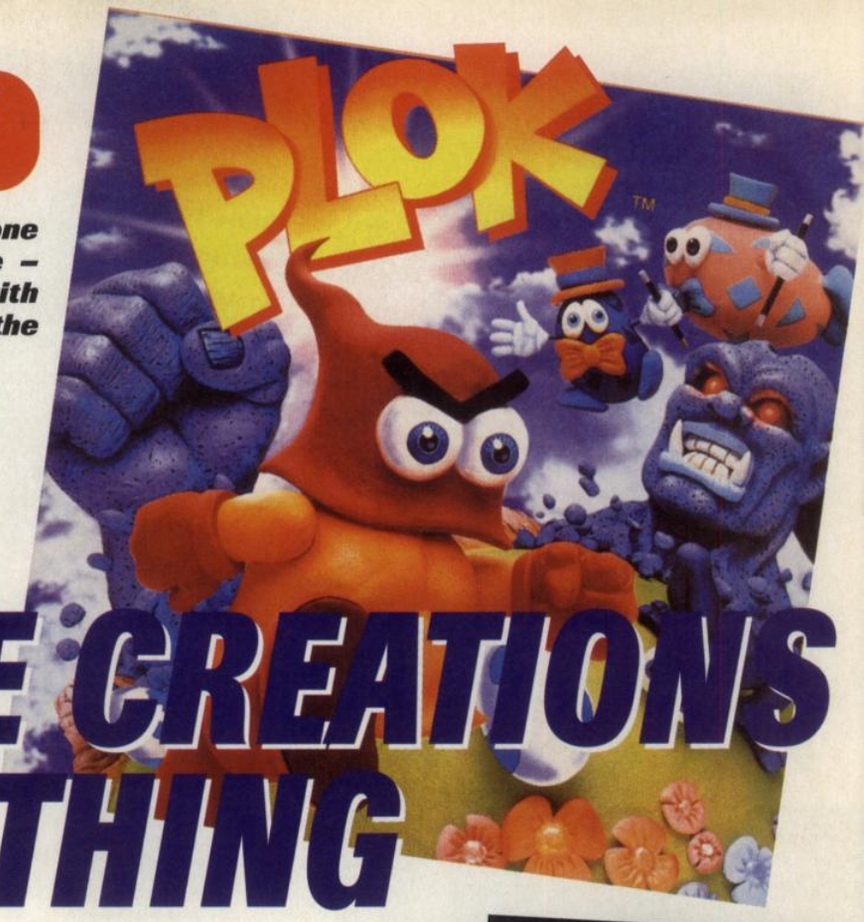




SPECIAL FEATURE

Apart from Nintendo themselves, there is only one company with the gaming experience of Rare – Software Creations. They have worked with Nintendo for the past eight years, and deserve the utmost respect. Here's why.

NU 64 SOFTWARE CREATIONS DO THEIR THING



Challenge. It's What You've Come To
the
SENTINEL
Expect From Firebird . . . Publishers Of The U.K.'s Most Exciting Software
SPECTRUM
AMSTRAD CPC

Many of you won't remember the 'good old days' – the dark ages of the games industry, when small teams of programmers worked from home. The Stamper Brothers at Rare started like this, so too did Richard Kay; now Managing Director of Software Creations.

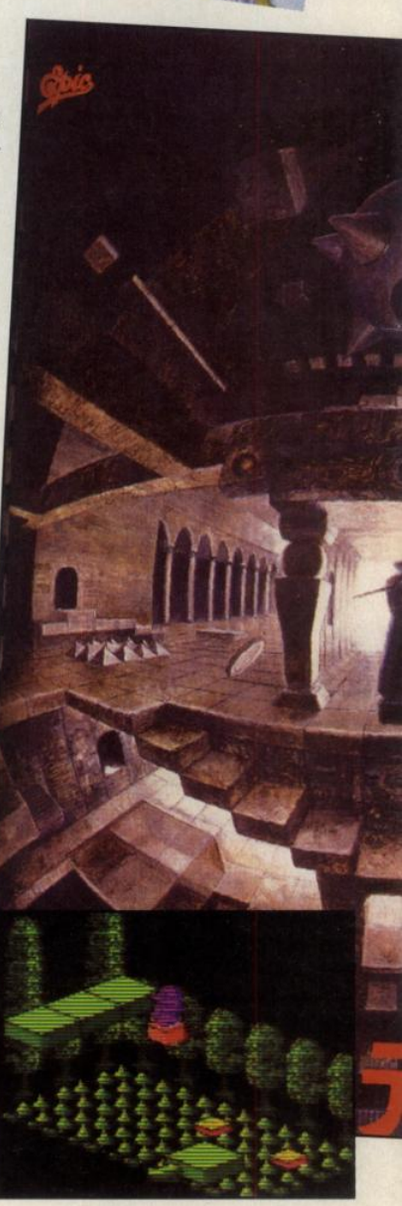
"In 1986 there was me in a bedroom with a couple of Chinese take-aways, and that was it. At the end of '86 I met Steve Ruddy, by Feb-March 87 I had about three or four people. Since we made the deal with the BCU we've got about 63 people. But we've grown by 20 people since December 15th! Our sister company Rage has about twenty people and they're growing beyond 50 now. So we're probably one of the biggest in Europe at this stage."

The eighties were exciting years for Software Creations. The Kay-Ruddy partnership took to converting popular Capcom coin-ops such as Ghouls and Ghosts, LED Storm, and Bionic Commando, for play on home computers. All of which were excellent. They also produced an outstanding version of Taito's classic Bubble Bobble, proclaimed by Julian Rignall – the most respected games journalist the UK has ever produced – as 'a licensing triumph which shouldn't be missed at any cost.' From working on these tricky projects, Richard Kay learned to respect Capcom's knack for producing quality software that was always two steps ahead. It inspired a long-running ambition for Software Creations to produce coin-ops of their own. Sadly for all concerned it hasn't happened yet, but Richard claims NU 64 has brought the company closer to this ideal.

(LEFT) More suspension of disbelief was required in the early days!

"A NEW BREED...THE BEST GAME EVER"

In 1987 Software Creations stunned the games-playing world with a conversion of Geoff Grammond's 3-D game, 'The Sentinel.' They achieved monumental success adapting the Commodore 64/ BBC classic to the ZX Spectrum, though experts at the time said this couldn't be done. The game incorporated complex scrolling and polygonal routines that Sinclair's machine just wasn't intended to produce. Nonetheless, programmer Mike Follin pulled it off. This was great news for his career, but



(ABOVE) Proof that you don't necessarily need a 16-bit machine to produce awe-inspiring visuals. Solstice was mainly Mike Webb's handy work.

the musician on the project – Mike's brother Tim – was the man who gave Software Creations a unique selling point. He opened up their ears to new ways of how a game could really sound!

BEEP BOP

"Well, I just got sick and tired of the horrible 'beep bop' stuff that was coming out!" Says Richard Kay of games before his company came to the rescue. Tim Follin helped change all that by composing music of extraordinary high quality for the Capcom games, and later for Solstice – Software Creations' first Nintendo game. For the first time, players began to enthuse about a game's music – before going on to talk about the game play!

ARTISTIC EXPRESSION

By 1990 the Software Creations team had reached the stage where they could put all their programming experience and sound sensitivity into something of their own. The result was Solstice on the NES, the prequel to Equinox on the Super NES. Not surprisingly this 3-D adventure was a big hit, both here and abroad; where the Japanese flipped over the rich detail of the graphics and atmospheric sound. This was only the start of Software Creations' unrivalled understanding of console hardware. By the end of that year, a bigger challenge would present itself in the form of Nintendo's new Super console.

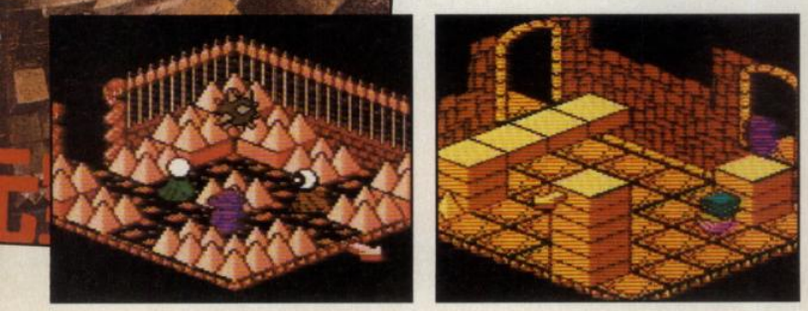
NOW HEAR THIS!

Until Super Off Road, the closest thing to authentic-sounding music on the Super NES was the piano in Super Mario World, or the clarinet in Super Ghouls and Ghosts. Generally though, these classics still sounded very 'gamey.' Enter Mike Webb who, together with Paul Tongue, is now a key engineer of NU 64 Sound Tools.

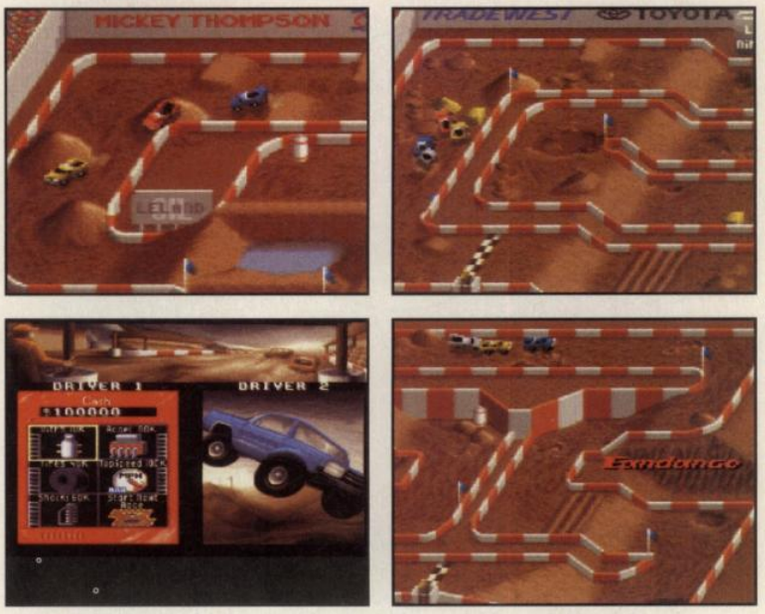
At the time of Super Off Road, Mike was given the task of learning the compression techniques required to accommodate Geoff and Tim Follin's rocking tunes. Believe it or not, the instruction manual didn't arrive with Sony's sound chip, so Mike had to figure out everything for himself! Without his expertise the awesome guitars, drums, organs etc featured in the game's soundtrack would never have made it. And Nintendo's evaluators would never have regarded it so highly as to make it their a bench-mark for everything else that followed! Incidentally, when the instruction manual arrived two days after the sounds were complete, Mike discovered he had found a better way of compressing information than the hardware manufacturers!

UNBEATABLE

It didn't take long for other companies to see the benefit of using Software Creations' expertise. Interplay approached them to assist with Rock n Roll Racing; which became the first game to feature music, speech, and sound effects all playing at the same time. During the show at which the game was launched, a 'suit' approached Mike Webb to break the news that Software Creations' cool reputation had been beaten. When Mike asked which game, the reply was 'Rock n Roll Racing.' Mike probably took great pleasure in saying that it was his too. "We haven't been beaten yet," says Richard Kay, "which is why Nintendo have chosen us to do the Sound Tools. It's an honour really." Equinox and Plok, the last games to feature the talents of the Follin brothers, are testament to this. Richard Kay: "At one time NCL were considering Plok as a license. Tony Harman mentioned that when Mr Miyamoto heard that, he couldn't believe it was coming from the Super NES. They evaluated the sound system then to see how it was doing it."

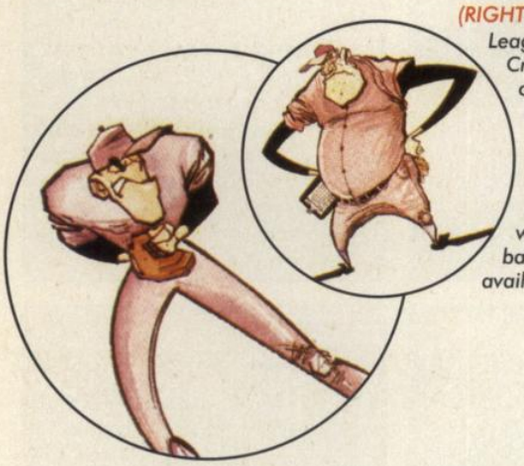


(ABOVE) The more bizarre the situation on screen, the more eerie Tim Follin's music became to match.

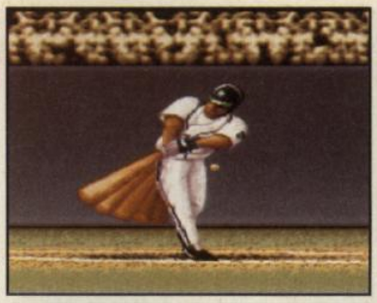


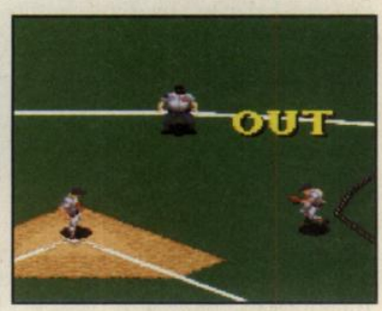
(ABOVE) Listening to Super Off Road back in 1992 was a bowl-loosening experience! It still truly ROCKS!

SPECIAL FEATURE



(RIGHT) Ken Griffey Jr.s Major League Baseball. Software Creations' US office worked closely with Nintendo of America to capture the excitement of a real ball game. They did such a sterling job, that the only suggestion NOA made was the addition of a curve ball. Sadly this game is not available in the UK. Bah!



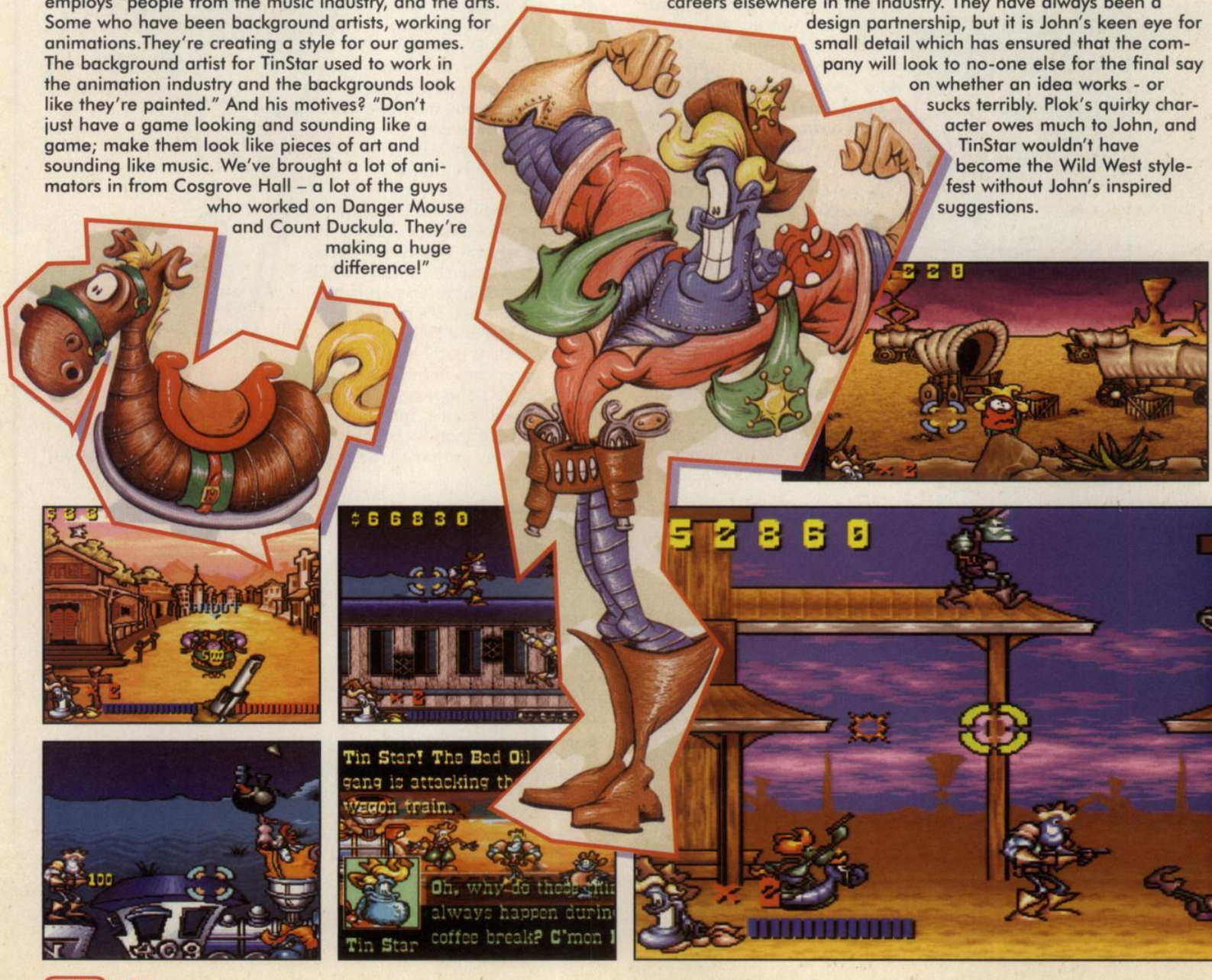


DON'T THINK OF IT AS A COMPUTER

The reason for Software Creation's best titles looking and sounding so distinctive is because of the kind of people Richard Kay employs, and the attitude he instills into their work. Alongside key artists such as Lyndon Brooke, who is now applying seven years of software experience to Silicon Graphics workstations, other employees offer a diverse range of talents. Rather than just programmers, Richard employs "people from the music industry, and the arts. Some who have been background artists, working for animations.They're creating a style for our games. The background artist for TinStar used to work in the animation industry and the backgrounds look like they're painted." And his motives? "Don't just have a game looking and sounding like a game; make them look like pieces of art and sounding like music. We've brought a lot of animators in from Cosgrove Hall – a lot of the guys who worked on Danger Mouse and Count Duckula. They're making a huge difference!"

THE DIRECTOR'S CUT

It's hard to place, but Software Creations' original games have definitely got flair. A lot of this is due to the company's Creative Director – John Pickford. He is regarded as Software Creations' own Shigeru Miyamoto, which sounds over-the-top, but isn't very far from the truth. Both John and his brother Steve were responsible for the majestic Equinox – their first project for SC after successful careers elsewhere in the industry. They have always been a design partnership, but it is John's keen eye for small detail which has ensured that the company will look to no-one else for the final say on whether an idea works - or sucks terribly. Plok's quirky character owes much to John, and TinStar wouldn't have become the Wild West style-fest without John's inspired suggestions.



(BELOW) Chris JoJo. He's got a guitar and he ain't afraid to use it!

(BELOW) Sudhir Raval holds tight as 140bpm bursts forth inna Jungliss stylee.

SCHOOL OF COOL

Software Creations are more concerned with creative talent, than computer whizz kids. Their approach is to find the skilled individual, then train him or her to use computers afterwards. The Cosgrove Hall artists had never touched computers in their lives. The same is true for the in-house musicians. When Chris JoJo started, he didn't know programming – but he could play guitar! His enormous musical talent fair explodes in Tin Star. Forget any preconceptions about sad, lonely number-crunchers sitting in a darkened office too; this guy goes kick-boxing and was about to go on tour with his band before joining Software Creations. Another rock and roller is Martin Goodhall, who took time out in Germany to become a greater musical technician all round.

Sudhir Raval is the youngest of the group. At age 24 he has his own record label, Greenhouse Records, through which the single – Hardcore Uproar – was released in 1990. This led to his being signed by Polygram, then a publishing deal with Virgin. Since that time he set up another independent, TVM, signed to Synthetique, then Gorgeous Records before joining Software Creations in 1994.

LET IT FLOW

We think you get the picture. Software Creations are very serious about their music. But how much freedom will the NU 64 Sound Tools provide? More importantly, how does it actually work? Richard Kay: "The Sound Tools form the thing which generates data – the language. It consists of a sampler to get a wave that you can edit to make it as compressed as you possibly can. We get more into our music because we compress our samples so well. Traditionally, once your samples were in there, that was it – for the whole game. Now we can have new samples stored in memory somewhere else, then download them. It's a very difficult thing to do, but Mike (Webb) did it."

(Below) Beneath this mess of wires there lurks an American Super NES!

In all the great Software Creations games, the music and sound effects support the on-screen action perfectly. We asked Richard Kay if he thought the NU 64 sound chip would do a better job of representing his team's work than CD. He replied, "I prefer it this way because you end up with computer games, not video footage. I just don't like that stuff – it doesn't work well as a game. The cartridge stuff will be better because you're maximising the sound chip. If other people are moving to CD then great, because we're gong to be miles and miles ahead. Using this tool makes it easy. It really is a powerful system we have running. We understand memory restrictions better than anyone else, We understand consoles."

(ABOVE) The conductor himself – Richard Kay; MD of Software Creations.

Which is why Nintendo gave Software Creations a place on their Dream Team. We can't wait to see and HEAR what they have planned!

DEMOLITION MAN

BY:ACCLAIM
FORMAT: SUPER NES

Take just about every action/platform game Acclaim have ever concocted, stick 'em all in a pan of salted water, boil for half an hour and allow to stand to cool. What you'll be left with may well bear an uncanny resemblance to Acclaim's game-of-the-movie, Demolition Man - the game, you see, mixes elements of such former greats as Alien 3 and Smash TV. On the whole it all works rather well too and Demolition Man is certainly one of the more enjoyable platformers to have surfaced for some months. Quite a nice little stop-gap whilst we wait for the big Xmas games, I'd say.

NHL '95

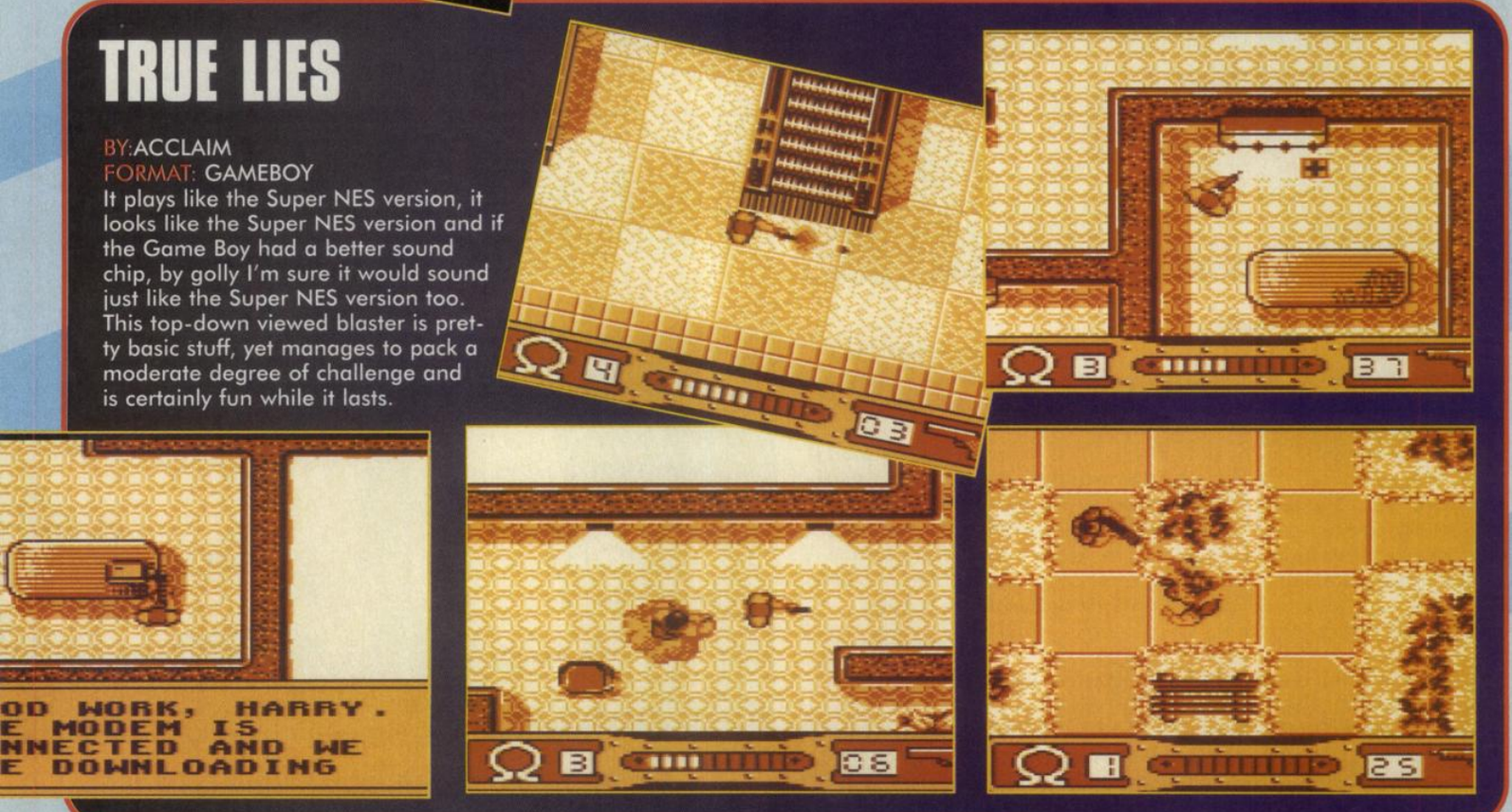
BY:THQ
FORMAT: GAME BOY

Ice Hockey is one of those pig-awkward games that just doesn't seem convert well on console - few games we can think of have ever come anywhere near reproducing the speed and excitement of the real thing. With that in mind, attempting to produce an Ice Hockey game for the Game Boy was either a very brave or very foolish thing to try. Fortunately, NHL '95 on the Game Boy is of the brave variety and turns out to be a rather fine representation of the sport. Okay, so some of the speed has been sacrificed to take account of blur and the playability occasionally errs on the sticky side, but at the root is a sound game that packs a decent challenge with more than enough extras to keep the stats fans happy.

TRUE LIES

BY:ACCLAIM
FORMAT: GAMEBOY

It plays like the Super NES version, it looks like the Super NES version and if the Game Boy had a better sound chip, by golly I'm sure it would sound just like the Super NES version too. This top-down viewed blaster is pretty basic stuff, yet manages to pack a moderate degree of challenge and is certainly fun while it lasts.



AVAILABLE NOW

DOOM

95%

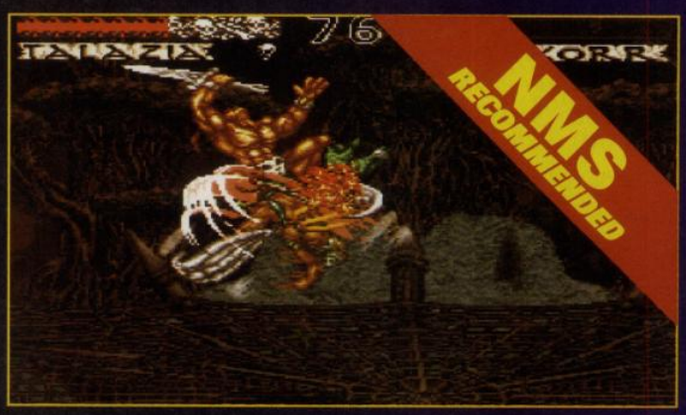
BY: OCEAN
FORMAT: SUPER NES
NMS RECOMMENDED

Forget everything you think you know about shoot 'em ups and what the Super NES is capable of - Doom has arrived and has completely rewritten the rule book! Seen through the eyes of a space marine trapped on Mars, Doom has a single player taking on the forces of hell - spirits, zombies and caco-demons - in a frenzied blast set across 22 of the bloodiest levels ever seen - and all of them in speedy pseudo 3D. Quite simply this conversion of the PC smash is berr-illiant! If you only ever buy one shoot 'em up for your Super NES make sure it's Doom.

WEAPON LORD

BY: OCEAN
FORMAT: SUPER NES
NMS RECOMMENDED

James Goddard and Dave Winstead designed Weapon Lord to be a Street Fighter II beater. They've had a pretty amazing rate of success too, as our review reveals elsewhere this very issue. Expertise gained from their time working on the SFII Turbo, and Super SFII coin-ops (Goddard created Dee Jay) has helped the team give birth to something unique. And it's not often NMS has the opportunity to say that with any conviction.



NEXT MONTH...

And you thought we couldn't possibly better this issue. Think again! Next month we have more EXCLUSIVES than you could witness in a normal human lifetime. FIFA '96, Mortal Kombat 3, Batman Forever... I could go on all night. We've also got the first part of our amazing Killer Instinct guide when all other mags are just getting to have a look at the game! Sometimes it's just so hard to be humble - especially when you're as ace as NMS!

ISSUE 37 OF NMS IS ON SALE SEPTEMBER 19, PRICE £2.45
IT REALLY WOULD BE THE ACT OF AN IMBECILE TO MISS IT!

MATCH

EVERYTHING YOU WANTED TO KNOW ABOUT FOOTBALLERS AND *MORE!*

America's favourite morons are now let loose all over Europe!

MTV's MUSIC TELEVISION®

BEAVIS AND BUTT-HEAD™

MEGADRIVE SCREEN SHOTS SHOWN

SNES SCREEN SHOTS SHOWN

Press Quote:
"This is like the coolest thing to happen to Europe since America discovered it."
Beavis

two morons
THREE
Games

Press Quote:
"Play it with your friends. Then play with yourself. HEH HEH HEH."
Beavis

MTV's Beavis and Butt-Head. Available on the MEGADRIVE™, SNES™, & GAMEGEAR.™

VIACOM NEWMEDIA™

© 1995 Viacom International Inc. "MTV: Music Television," "Beavis and Butt-head" and all related characters are trademarks of Viacom International Inc. SEGA™ and MEGA DRIVE™ are trademarks of Sega Enterprises Ltd.